

darkSector™



COVERS PLAYSTATION® 3 COMPUTER
ENTERTAINMENT SYSTEM
MICROSOFT XBOX® 360

BASED ON A GAME
RATED BY THE
ESRB



Written by
Bryan Stratton

darkSector

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agency training

11.12.05

Departmental Records



Mission Briefing

One week ago, the Agency dispatched Dr. Robert Mezner to the Russian city of Lasria in response to a viral outbreak that had spread to the local populace. The incident was believed to involve the accidental release of a Soviet biological weapon (likely the "Technocyte" virus), due to a lapse in safety protocols following the collapse of the Soviet Union. It was quickly followed by an unprecedented wave of civil unrest that left the Russian military unable to enforce martial law.

Within the past week, the Agency lost all communication with Mezner. His last known message drop contained an almost indecipherable transmission: "...I have found...from the bowels of the Lasr... What is amazing about this discovery is they're still alive! I...from the room and have felt power ..."

Despite the poor quality of the transmission, the last sentence of it was clear: "Everything you know about Dark Sector is wrong."

Upon recovering and analyzing the audio drop, the Agency determined that Mezner had most likely been compromised, which under Agency guidelines required that he be sanitized for the sake of the operation.



Russian Troopers in Lasria



Agent Hayden Tenno has been dispatched to Lasria.

Agent Hayden Tenno has been dispatched to perform the sanction. Despite his recent operational failure and subsequent demotion in [REDACTED] it is the opinion of the Agency Director that Tenno's emotional stake in this mission will overcome any misgivings he might have about carrying out orders.

LASRIA

Lasria was once a beautiful, thriving port city on the Russian Black Sea, spared the influences of the outside world until the arrival of the Nazis. The city's liberation at the hands of the Russians did nothing to improve its lot and it fell into ruin under Soviet occupation.

During the Cold War, a secret Russian facility operated in the heart of Lasria. With the fall of the Soviet state, the facility was abandoned and safeguards were put in place so that its secrets would never escape. These safeguards have failed and, if initial reports are to be believed, the biological weapon known as the Technocyte virus has infected the civilian population.

The results have been devastating and turned the city into a ravaged war zone. Battles rage between Technocyte-infected civilians and the Russian militia, who are trying to hunt them down and contain their spread.

In addition to the highly contagious nature of the virus, the Russian military's efforts are also being hampered by the city itself. Lasria is a walled city that was built on a network of underground canals originally meant for transport and general waste. Since the outbreak, it is believed that they now shelter infected persons and serve as easy conduits for Technocyte activity.

TECHNOCYTE VIRUS

Russian scientists in Lasria developed the Technocyte virus as a biological weapon during the Cold War. No deployments of the virus have ever been officially confirmed, although incidents in ██████████, Raccoon City, and rural Pennsylvania share a striking resemblance to the reported effects of the Technocyte virus.

According to information received from ██████████ a research scientist who defected to the United States in 1989, the virus is highly contagious and transferred through bodily fluids. Infection is nearly instantaneous.

Early signs of infection include headache, fever, and nausea. Within minutes, the subject displays an uncontrollable rage, hurling itself at uninfected targets with no regard for its own safety. Because the subject attacks primarily with its teeth and nails, the risk of viral transmission is extremely high. Victims who are killed before the infection can take hold are often consumed by infected subjects and are their only obvious means of sustenance. Infected subjects will never attack other infected subjects, implying that it is the virus—and not the infected subject itself—that is in control.

The Technocyte virus continues to mutate and evolve at an alarming rate inside each infected subject. According to what little intel we have been able to gather, civilians and soldiers who were infected near the beginning of the Lasrian incident have demonstrated significantly enhanced speed, strength, and endurance, as well as radically altered appearances. Other reports suggest that these "first wave" Technocyte victims have begun to display even more sensational abilities, but this cannot be confirmed at present.

A primary cause for concern is the status of any Cold War-era test subjects that may have survived over the past several decades. If the Technocyte virus has managed to mutate its victims into a post-human species in a week, the power of these test subjects could be virtually limitless.

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Personnel

The following four Agency personnel are central to this mission.

HAYDEN TENNO

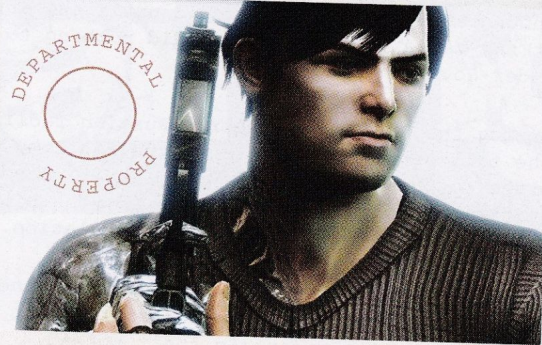
Age: 25

Height: 6'1"

Weight: 185 lbs.

Nationality: American

Skills: Hand-to-hand combat skills expert, advanced weaponry and electronics training, abnormally enhanced immune factor.



Despite his relative youth, Hayden Tenno quickly established a reputation as the Agency's top "cleaner," an agent who could be trusted to quickly and discreetly resolve other agents' operational failures, often with extreme sanctions. Ironically, Tenno suffered an operational failure of his own in ██████████, where he ██████████, resulting in a number of casualties that greatly exceeded the number allowed for the mission by the Agency.

Tenno's value to the Agency was too great to allow him to be "cleaned" himself. The Agency Director personally selected Tenno for the Lasrian mission. It is believed that Tenno's desire to redeem himself after ██████████ will see him through the operation. His personal history with Mezner and Agent Nadia Sudek (also believed to have gone rogue inside of Lasria) should also provide him with an additional emotional stake in the mission.

DR. ROBERT MEZNER

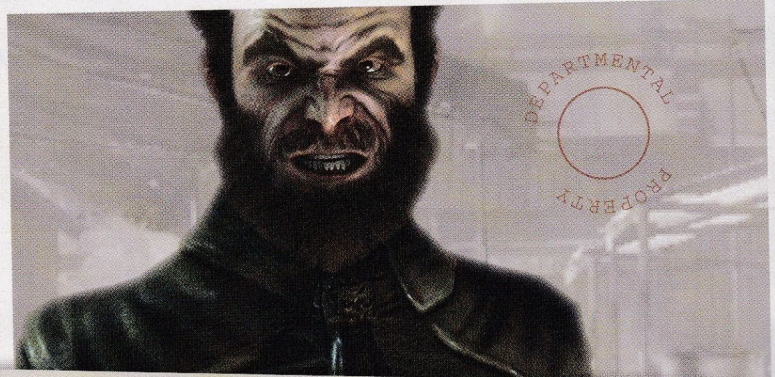
Age: 43

Height: 6'4"

Weight: 190 lbs.

Nationality: American

Skills: Advanced degrees in biology, engineering, physics, and geopolitics; military strategy; covert intelligence tactical planning.

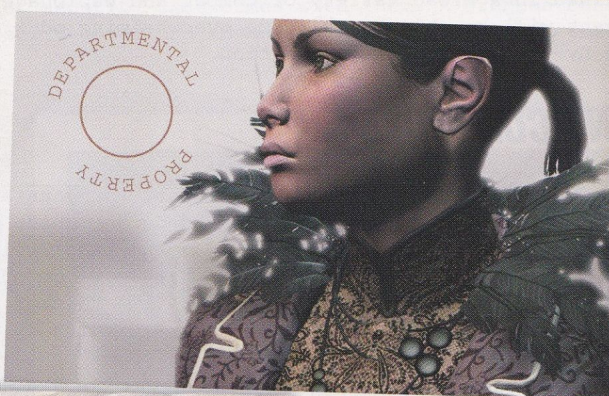


A brilliant scientist and expert on global politics, Dr. Robert Mezner has worked for the Agency for nearly two decades. He started as an assistant in the Experimental Technologies Lab and eventually worked his way up to become a board member for the Agency's Futurist Enclave, a select group of Agency administrators and operatives who work towards determining how cutting edge technologies and geopolitics will affect the future of the planet.

In his career, Mezner has specialized in very advanced, dangerous nanotechnology as applied to bio-enhancement programs, as well as the exploitation, expansion, or termination of natural resources within confined areas.

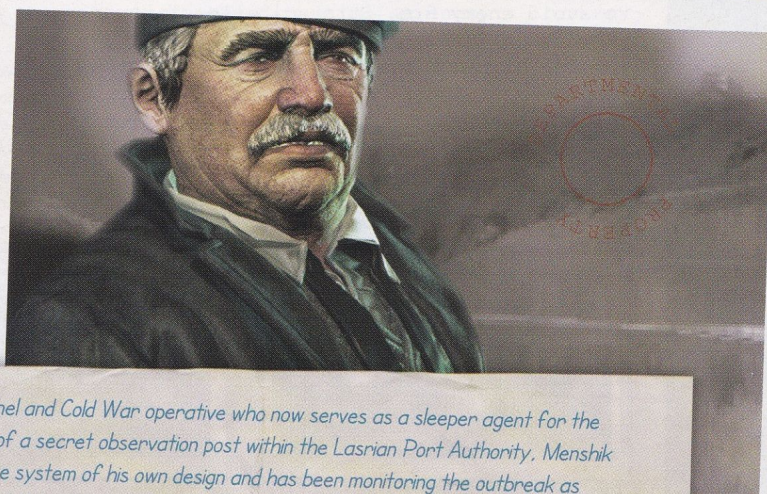
Mezner was dispatched to Lasria as part of an Agency team to study the Technocyte outbreak personally. Following what is presumed to be his final message drop, the Agency has concluded that Mezner has almost certainly been compromised, if not by the Russian military, then by the outbreak itself.

Agent Tenno's primary mission is to determine whether or not Dr. Mezner is still alive. If so, Agent Tenno is to rectify that situation.

NADIA SUDEK**Age:** 23**Height:** 5'5"**Weight:** 109 lbs.**Nationality:** American**Skills:** Hand-to-hand combat skills expert, advanced weaponry and electronics training.

A military prodigy and the youngest Agency operative ever commissioned for fieldwork, Nadia Sudek left the Agency after Agent Tenno's operational failure in ██████████. She has since gone rogue and unconfirmed reports place her in Lasria, either shortly before or after the outbreak.

Sudek and Tenno were known to be close during her tenure with the Agency (see full personnel files for details). It is hoped that Tenno might be able to persuade Sudek to return to the Agency, although this is considered unlikely. It is expected that Tenno's familiarity with Sudek will give him the edge against her should she try to stand in his way.

**YARGO MENSNIK****Age:** 61**Height:** 5'4"**Weight:** 220 lbs.**Nationality:** Russian (Georgian)**Skills:** Electronics and counter-surveillance expert.

Yargo Mensnik is a former GRU colonel and Cold War operative who now serves as a sleeper agent for the Agency within Lasria. Operating out of a secret observation post within the Lasrian Port Authority, Mensnik is wired into a jury-rigged surveillance system of his own design and has been monitoring the outbreak as it progresses. Despite the heavy psychological toll of watching his city destroy itself, Mensnik has been an invaluable source of information and one of the Agency's truly reliable eyes and ears in Lasria.

Mensnik was provided with anti-Technocyte booster syringes at the beginning of the outbreak. These boosters are untested, but they should slow or reverse infection should his post be discovered by the infected.

Mensnik also has connections to the Lasrian Black Market that established itself in the city toward the end of the Cold War. Should Agent Tenno require additional hardware during his mission, Mensnik should be able to provide him with access to the Black Market.

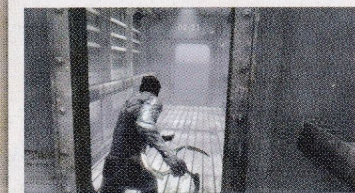
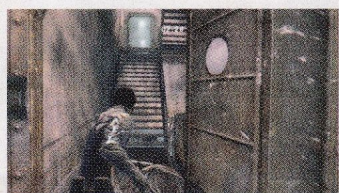
Basic Training

Agents are trained in a broad variety of combat and espionage skills. When properly trained, an agent will be able to overcome overwhelming odds and improvise advanced tactics on the fly to deal with any situation.

MOVEMENT CONTROLS

When retreating from combat or moving to another point of cover on a live battlefield, agents should **sprint**, which causes them to duck and run at top speed. Smaller, faster targets are harder for enemies to hit. Agents can only sprint for a limited amount of time before running out of stamina, causing them to slow down and making them temporarily unable to sprint again until they catch their breath.

Many enemy attacks can be avoided by **dodging**, which causes the agent to execute a tumbling roll at high speed. This is highly recommended when crossing open areas of the field of combat. It is also useful for dodging an aggressive enemy's melee attacks.



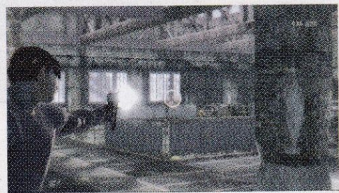
USING COVER

To preserve maximum flexibility and mobility, agents do not wear bulky body armor. Instead, they are trained to **use cover** on the battlefield whenever possible to avoid enemy fire. Strategic use of cover provides a level of protection that even the best armor plating cannot compete with.

When using cover, an agent **automatically stands or crouches** at the level of the cover. There is no need to use a separate "crouch" command. The agent will duck or

stand automatically as they move along the length of the cover. To **exit cover**, an agent simply needs to move away from it or use the dodge command.

An agent can **fire from behind cover** by standing at the edge of the cover and aiming as normal. While firing, the agent is partially exposed and vulnerable to enemy fire. To **return to cover**, the agent simply needs to release the aim trigger.



The best way to **advance** through a live battlefield is to move from one area of cover to another. Not only does this give an agent a new angle of fire on their enemies, it also helps to keep them from being pinned down by enemy fire. If an agent advances only to find himself overwhelmed, he should immediately **retreat** by dodging back to previously used areas of cover.

Finally, as important as finding and using cover is, choosing the right **type of cover** is equally important. Glass, wooden boards, and other thin sheets of cover are quickly destroyed under enemy fire, leaving an agent exposed. Chain-link fences block melee attacks but offer no protection against gunfire and other projectile and energy attacks.

Thick steel plating, concrete barriers, and large crates make the best cover, but agents should resist the false sense of security that comes with them. A grenade can still damage an agent who is hiding behind solid cover and advancing enemies will flank the agent if their progress is not stopped.



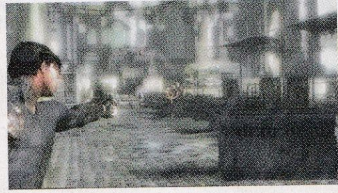
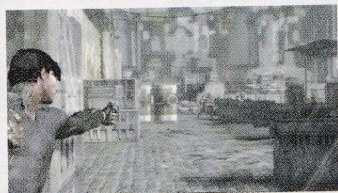
FIREARM SELECTION & USE

Agents in the field travel light, armed with one pistol and one rifle or shotgun. **Pistols** tend to be lighter weapons with lower rates of fire and smaller clips, but they have the advantage of leaving one of the agent's hands free during combat. **Rifles** are generally more accurate and often offer fully automatic rapid fire, but they require both of the agent's hands to use. **Shotguns** are lethal at close range but less accurate as the distance to the target increases. Like rifles, they also require two hands to use.

When an agent aims, a **targeting reticule** appears, indicating where a perfect shot will hit. Of course, even the most accurate firearms do not fire with perfect accuracy, so even a well-aimed shot may not hit a distant target.

The **color of the reticule** tells the agent if he has a target in his sights. If the reticule is a red circle, the enemy is properly sighted. If the reticule remains gray, any shots fired will not hit the enemy.

If an enemy is close enough, an agent can **aim at specific body parts** to achieve different results. For example, a head shot will inflict potentially lethal damage on most enemy targets, while shooting an enemy's legs may cause the target to stumble, making him an easier target. Shooting an enemy in the chest will not inflict as much damage as a head shot, but it is almost always a more reliable shot to hit.



Each firearm has a clip of ammunition. When the clip is expended, the agent needs to **reload** the weapon before it can be fired again. If an agent attempts to fire an empty weapon, he will automatically reload it and cannot take any action (except movement) until the weapon is reloaded. Agents should **manually reload** whenever possible after firing their weapons to avoid being caught with an empty clip.

As part of Agency training protocols, every agent is familiar with all major firearms, enabling them to **pick up weapons** from fallen enemies and use them in combat. This gives an agent additional methods of attack and does not deplete their own personal ammunition stores.

Agents are also equipped with up to four **fragmentation grenades** (Frag Grenades). Frag Grenades are thrown in an arc toward the target specified by the targeting reticule, but they can bounce off other objects if they hit them. Frag Grenades explode a few seconds after they land. They are best used to attack entrenched enemies by throwing them over the enemies' heads so that they land close behind them.

ADVANCED WEAPONS TRAINING

Details on the weapons available to agents in Lasria—as well as the Lasrian Black Market—can be found in the “Weapons” section of this guide.

MELEE COMBAT

Melee combat does not play to an agent's strengths and can result in an agent being quickly overwhelmed by numerically superior forces. However, if an enemy is too close to fire upon, an agent can **strike** his target repeatedly using his martial arts training.

Agents strike in the direction in which they are looking. If an agent is attacking an enemy at eye level, he will strike with a **punch**. If the enemy is on the ground, the agent can look down at his target to strike with a **kick**.

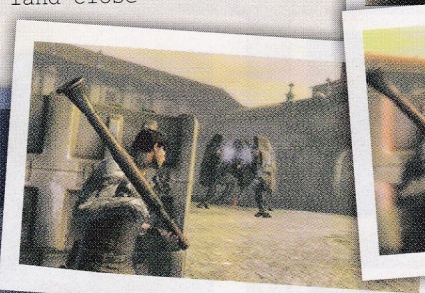
The most effective use of an agent's melee combat skill is the execution of a **finisher**, which terminates a target instantly. To perform a finisher, an agent must either flank an enemy who is oblivious to his presence, or he must attack them when stunned. If the finisher is performed successfully, the target is neutralized. Agents cannot be harmed while performing finishers.

Melee strikes can also be used to **shatter the wooden crates** that contain ammo boxes. After doing so, the agent can pick up the ammo box inside and add its contents to his inventory.

TAKING AND RECOVERING FROM DAMAGE

The damage that agents take is represented by **red flashes** in their field of vision. The **direction** of the red flash indicates the direction from which the attack originated. For example, if an agent sees a red flash in the lower-right corner of their field of vision, it means that an enemy from behind on the right side just hit him.

If an agent takes **severe damage** in a short period of time, his entire field of vision starts to turn red and his heart rate speeds up. When this occurs, the agent should immediately disengage from combat and retreat to a safe location. After several seconds of rest, the agent's wounds will **heal completely**. Should an agent suffer **lethal damage**, he will die, resulting in an operational failure.



CHECKPOINTS

An agent's progress is automatically recorded at checkpoints during the mission. Should the agent die, he has the option of continuing his mission from the last checkpoint.

We've compiled a few battlefield strategies to follow to ensure maximum safety during a mission.

- AGENTS SHOULD CONSISTENTLY SWEEP THE ENTIRE AREA FOR VALUABLE ITEMS, MAKING A HABIT OF TURNING AROUND AND LOOKING BACK. AGENTS SHOULD ALWAYS BE LOOKING HIGH AND LOW FOR THE TELLTALE GLEAM OF AN ITEM.
- IN COMBAT, AGENTS SHOULD BE PATIENT AND METHODOICAL, LETTING ENEMIES RUN INTO THEIR AMBUSHES, INSTEAD OF VICE-VERSA.
- WHEN ADVANCING THROUGH THE BATTLEFIELD, AGENTS SHOULD MOVE TO A SECURE POSITION, PREFERABLY BEHIND COVER, WITH THE LOCATIONS OF ALL ENEMIES IN MIND.
- FLATTENING AGAINST COVER AFFORDS AN AGENT SIGNIFICANT PROTECTION, BUT IT ALSO LIMITS MOBILITY.
- AGENTS CAN LURE ENEMIES OUT OF HIDING BY CAREFULLY EXPOSING THEMSELVES TO ATTACK. IT SHOULD GO WITHOUT SAYING THAT THEY SHOULD ALSO BE READY TO DODGE BACK TO SAFETY AT A MOMENT'S NOTICE.
- STUDYING THE ENEMY'S MOVEMENTS ALLOWS AN AGENT TO PREDICT THEIR ATTACKS. ENEMIES WHO ATTACK WITH RANGED WEAPONS OFTEN MOVE AMONG THE SAME AREAS OF COVER. WHEN AN AGENT KILLS AN ENEMY AT ONE LOCATION, HE SHOULD EXPECT ANOTHER ENEMY TO ADVANCE TO THAT SAME POSITION.
- MANY ENEMIES DO NOT PRACTICE NOISE DISCIPLINE. AGENTS SHOULD LISTEN CAREFULLY FOR RADIO CHATTER AND OTHER AUDIBLE HINTS OF NEARBY ENEMIES.
- AN AGENT'S PROGRESS IS USUALLY AUTOMATICALLY SAVED JUST BEFORE A MAJOR ENCOUNTER. PAYING ATTENTION TO THE AUTOSAVE NOTIFICATION CAN GIVE AN AGENT AN INDICATION OF THINGS TO COME.
- AGENTS SHOULD NEVER HESITATE TO RETREAT IF A BATTLE TURNS AGAINST THEM. THIS OFTEN LURES THE ENEMY BACK TOWARD THE AGENT, ALLOWING THE AGENT TO SET UP A QUICK AMBUSH.
- TRIGGER RESET IS NO SUBSTITUTE FOR SHOT PLACEMENT. CAREFULLY AIMED SHOTS IN SMALL BURSTS ARE MUCH MORE EFFECTIVE THAN WILD SPRAYS, PLUS THEY CONSERVE AN AGENT'S AMMO.

Technocyte Abilities

PRIORITY UPDATE! Recent reports from inside Lasria indicate that Agent Hayden Tenno has been **infected** with a strain of the Technocyte virus. However, for reasons still unknown at present, his body has metabolized it in strikingly unique ways. It has manifested itself as an organic metal "skin" that initially covered his right hand and has quickly spread up his arm.

In addition to this superficial physical alteration, the virus also seems to be granting Agent Tenno a broad spectrum of **superhuman abilities**, as detailed on the following pages. But despite these enhancements, Agent Tenno has also acquired **two significant limitations** as a direct result of the infection:

1. Because of the presence of the Technocyte virus in his body, Agent Tenno **cannot use Lasrian firearms** without activating the electromagnetic governors built into them. These governors render the firearms inoperable within 20 seconds of a Technocyte-infected person touching them. The only source of governor-free firearms in Lasria is the Black Market.
2. Agent Tenno is also vulnerable to the effects of **Enferon gas**. Developed as a weapon against Technocyte-infected subjects, Enferon causes only mild respiratory discomfort in healthy adults. Against Technocyte-infected subjects, however, its effects are similar to that of nerve gas. Brief exposure causes extreme vertigo, distorted vision, and severe physical damage. If the subject does not leave the gas cloud immediately, exposure is fatal within seconds.

Technocyte Abilities Earned By Chapter

| Chapter | Ability |
|---------|--------------|
| 2 | Glaive |
| 2 | Steal |
| 3 | Power Throw |
| 3 | Energy Trap |
| 3 | After Touch |
| 4 | Shield Power |
| 5 | Energy Pulse |
| 7 | Shift |
| 8 | Proto-Armor |

GLAIVE

The first manifestation of Agent Tenno's Technocyte infection is the **Glaive**, a three-bladed weapon that appears to be composed of the same organic metal as the "skin" on Tenno's right arm. When Tenno's right hand is free, the Glaive grows out of his hand, ready for use. When Tenno needs to use his right hand, the Glaive retracts into it.

Tenno can **throw** the Glaive for a limited distance. It always travels precisely toward the target in his reticule. Tenno can tell if a target is within Glaive range by holding the Glaive button. The targeting reticule will change to a red, bladed circle if it is; otherwise, it will remain white. The Glaive always returns to Tenno's hand as soon as it reaches the end of its range. By aiming at specific body parts on enemy targets, he can **decapitate** them or amputate parts of their body.

Tenno can **dual-wield** the Glaive and a handgun simultaneously, which makes his handgun even more valuable. One of his most effective attacks is to hit an enemy with a thrown Glaive to stun it, and then immediately follow up with his pistol while the Glaive returns to his hand. Because rifles and shotguns require the use of two hands, however, the Glaive retracts when Tenno equips these weapons. This means that Tenno does not have immediate use of the

Glaive when holding a two-handed firearm—it takes him a couple of seconds to switch weapons.

Most enemies are not killed with a single Glaive throw, but many are **stunned** for a few seconds following the hit (indicated by a red aura around them). Tenno can use this to his advantage by sprinting up to a stunned enemy and executing a finisher on them, instantly neutralizing them. Tenno's melee damage is also increased when he has the Glaive in hand.

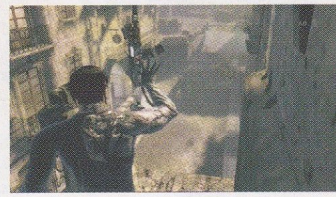
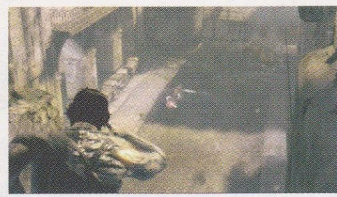
MORE THAN JUST A BLADE

Many of the subsequent powers and abilities that Tenno acquires as a result of the evolving Technocyte virus are manifested in the Glaive, including Steal, Power Throw, Energy Trap, After Touch, and Energy Pulse.

STEAL

When Agent Tenno acquires the **Steal** ability, he can use the Glaive to pick up any item within its range and bring it to him, just as if he had walked up to the item and picked it up. When the Glaive is aimed at a target that can be picked up, the targeting reticule changes to a rotating, three-bladed icon, and a glowing red light emanates from the item.

Steal is invaluable for picking up **out of reach** items that Tenno cannot get to. It also lets Tenno pick up distant items during battle **without having to break cover**. Tenno can eliminate entire squads of enemies by stealing weapons from fallen soldiers and using them against the others, and he does not have to expend a single round of his own ammunition. The weapons' governors disable them 20 seconds after Tenno picks them up, but that is more than enough time for Tenno to kill another enemy with it. This ability cannot be combined with **After Touch**.



POWER THROW

Power Throw is a carefully timed Glaive throw that inflicts **four times** the damage on enemy targets as a normal Glaive throw. It can also be used to **shatter chains** that lock gates or ammunition cases.

To execute a Power Throw, hold down the Glaive button until the targeting reticule **flashes yellow**, which takes approximately one second. Tenno must release the Glaive button while the reticule is still yellow. The timing must be absolutely precise, or Tenno merely executes a normal Glaive throw. This ability can be combined with **After Touch**.



ENERGY TRAP

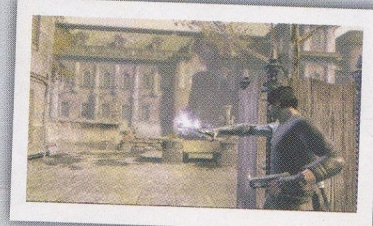
Due to the unique properties of the organic metal that the Glaive is made of, the Glaive can **temporarily absorb energy** from a variety of sources. The Glaive holds the charge for approximately 10-15 seconds, during which time it has special properties depending on the type of energy absorbed.

If the Glaive is charged with Energy Trap, and Tenno is holding it, his melee attacks **inflict energy damage** as well as physical damage. This ability can be combined with **After Touch**.

ELECTRICITY

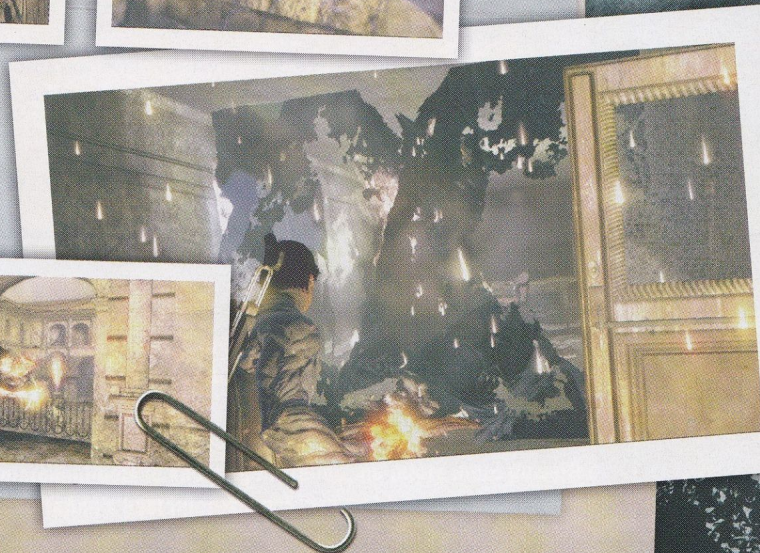
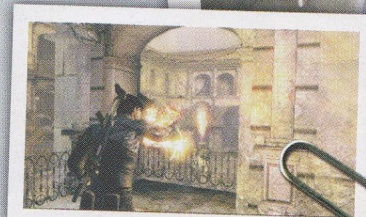
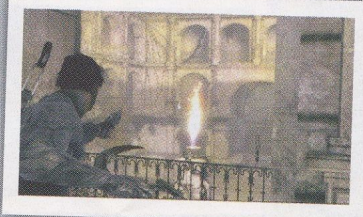
Tenno can charge the Glaive with **electricity** by throwing it into damaged transformers, sparking power junctions, and other electrically-charged objects. An electrically charged Glaive can **electrocute** some enemies, killing weaker ones immediately.

An electrified Glaive can **restore power** to malfunctioning control panels, jump-start elevators, and open magnetic door locks. It can also set highly **flammable objects** (such as gas leaks) alight, creating a source of fire energy. Some **mechanical enemies**, such as automatic turrets and Jackal Tanks, can be completely disabled by a single strike from an electrified Glaive.



FIRE

Throwing the Glaive into a burning object charges it with **fire energy**. A flaming Glaive will **set enemies on fire**, instantly killing less formidable foes. A Glaive charged with fire energy can **burn away Technocyte webbing**. It can also light other **flammable items**, including torches and gas leaks.



FROST

By throwing the Glaive into sources of extreme cold, such as industrial coolant, Tenno can charge it with **frost energy**. An icy Glaive immediately **freezes solid** most enemies that it hits, killing them instantly.

A Glaive charged with frost energy is capable of **freezing and shattering** Technocyte webbing. It can also be used to **extinguish walls of flame** in certain circumstances. By throwing a frozen Glaive into a vertical stream of water, Tenno can create solid **ice pillars** for cover.



AFTER TOUCH

After Touch gives Agent Tenno the ability to **control the Glaive** in first-person view after it is thrown. Tenno's reflexes are dramatically enhanced while using After Touch, giving him the impression that time has slowed down. If Tenno uses After Touch on a **Power Throw** just as the Glaive is reaching its range limit, he can add a slight amount of distance to the throw.

When used against enemies, After Touch helps Tenno **aim more precisely** for specific body parts. It also makes it possible for Tenno to **hit multiple enemies** with a single throw if they are grouped closely together.

After Touch also has some valuable non-combat uses. Tenno can use it to **scout** around corners and inside rooms without exposing himself to risk. Some mission critical targets cannot be reached with a straight Glaive throw, requiring Tenno to guide the Glaive with After Touch to hit them.



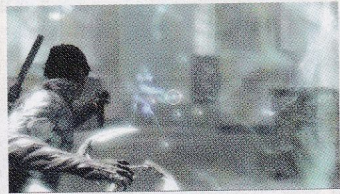
SHIELD POWER

Shield Power creates an **impenetrable bioelectrical shield** in front of Agent Tenno for approximately 5 seconds. All incoming projectiles that impact the shield are **reflected** to the area targeted by Tenno's reticule. This allows Tenno to turn an enemy's gunfire or projectile attacks back on them, or to redirect them toward another target.

Tenno can **shoot through the shield** while behind it, as well as throw his Glaive through it. The shield also does not prevent the Glaive from returning to Tenno after being thrown.

The shield's power is limited by the amount of energy it takes to maintain. Shield Power cannot be used again until it **recharges**, which takes approximately 10 seconds after the shield expires.

A **glowing patch** on Tenno's upper-right arm indicates when he has enough energy to use Shield Power. As the Technocyte virus continues to mutate, he gains more "charges," represented by additional glowing patches. The energy used by Shield Power is also used by the **Shift** ability.

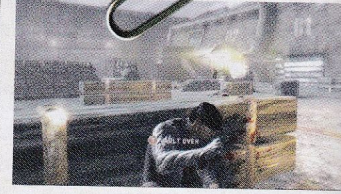
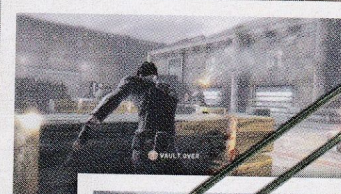


ENERGY PULSE

When his Glaive is charged using Energy Trap, Agent Tenno can **detonate** the stored energy with Energy Pulse, dealing damage to all objects and enemies within radius, similar to a grenade. Secondary **elemental effects** also affect all targets—fire energy ignites enemies near the center of the blast, electrical energy shocks them, etc.

Energy Pulse can be used while the Glaive is in flight, or when Tenno is holding it in his hand. Tenno is **immune** to the damage from the Energy Pulse.

Using Energy Pulse **completely discharges** the Glaive's trapped energy. The Glaive must be recharged with Energy Trap before Energy Pulse can be used again. This ability can be combined with **After Touch**.



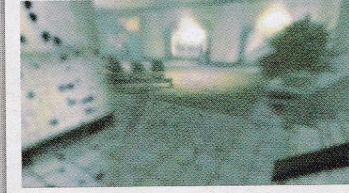
SHIFT

Shift makes Agent Tenno **invisible** for approximately 10 seconds. For the duration of the effect, no enemy can see or attack him, including automated defense turrets. However, this does not mean that Tenno is invincible. Tenno can **still be injured** by environmental hazards (electricity, fire, Enferon gas, and so on).

If Tenno uses a melee attack, shoots a firearm or throws the Glaive while invisible, the Shift effect **ends immediately**. When used strategically, however, a single attack can be worth it. Tenno can use Shift to become invisible, **sneak up behind** an enemy, and kill it instantly with a finisher. Becoming visible is a small price to pay for a quick, clean kill.

Shift can be used to **safely retreat** from areas where Tenno is pinned down by enemy fire. It also makes it easier for him to get past **laser tripwires** and motion-sensitive security doors.

Like Shield Power, Shift requires a significant amount of **bioelectrical energy** to use. Shift and Shield Power share the same bioelectrical "charges," indicated by glowing blue patches on Tenno's upper arm. When these charges are depleted, neither Shift nor Shield Power can be used again until at least one regenerates.



PROTO-ARMOR

Proto-Armor is not an ability, *per se*, but rather an organic **suit of armor** that Tenno can wear because of his advanced Technocyte physiology. Proto-Armor enhances all of Tenno's physical abilities, including strength, stamina, and resistance to damage.



CHECKPOINTS

Mastering the Glaive and its abilities as soon as possible will serve Agent Tenno extremely well. Tenno can practice many of his abilities in safe areas before using them in combat.

As the Black Market merchant gets to know Agent Tenno, he offers more powerful firearms for sale. It is in Tenno's best interests not to spend his rubles too soon, or he might not be able to afford the highest quality firepower available.

Agent Tenno never misses a chance to use the enemy's weapons against them, reflecting their bullets and projectiles back with Shield Power. He also steals guns from fallen soldiers and quickly fires them as much as possible before their governors disable them.

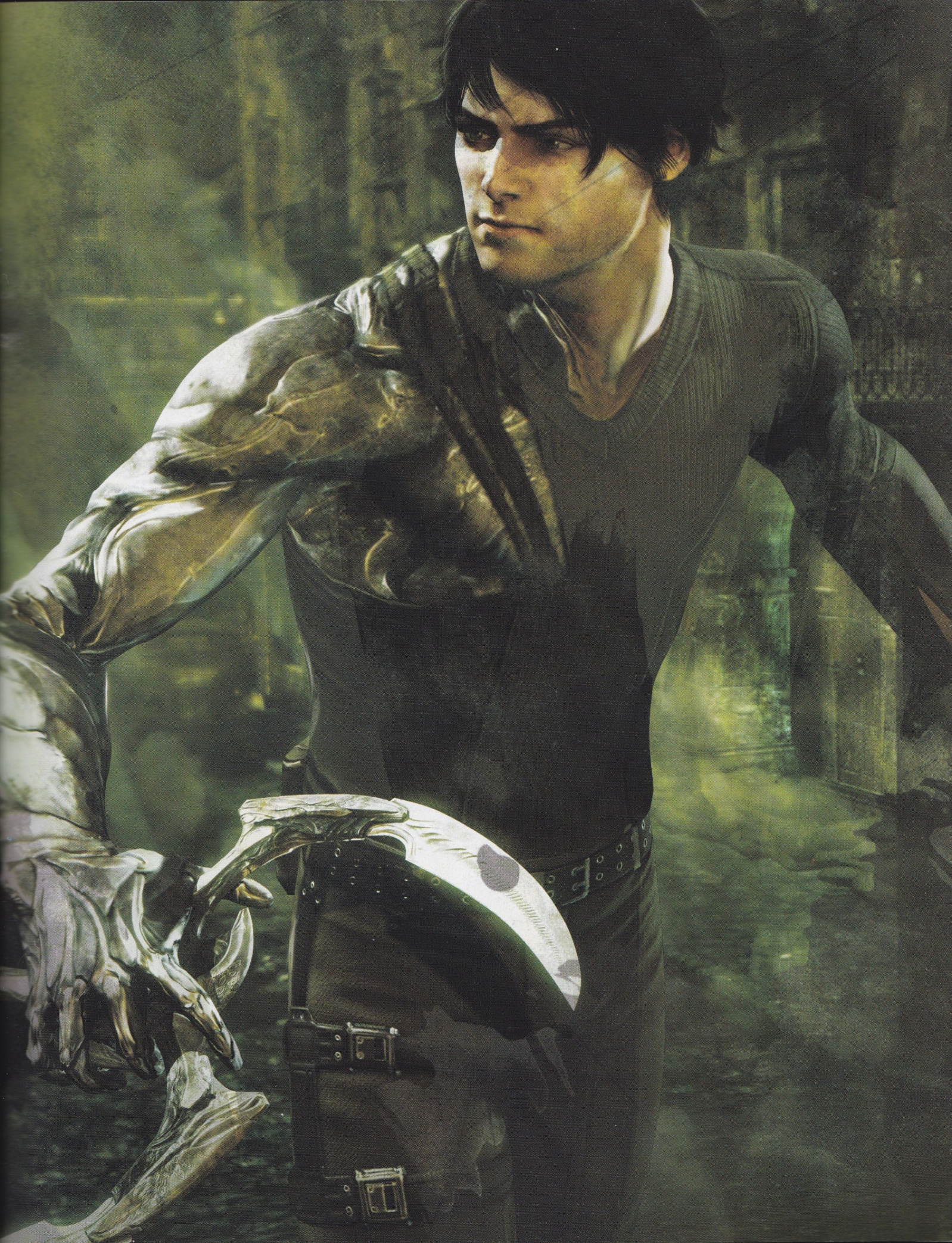
Weapon upgrades are always valuable to Agent Tenno. Not only can they be used to enhance a firearm's performance, duplicates can be sold at the Black Market for considerable sums of rubles.

The most effective upgrades for Agent Tenno's weapons are the ones that compensate for the weapon's shortcomings (Fire Power for weaker pistols, Reload Speed for shotguns, etc.).

chapter walkthroughs

This section of the guide walks you through the single-player version of Dark Sector. The game opens with a dark, dripping cinematic—back in 1987, a Russian navy salvage operation raises a mysterious, long-submerged Soviet-era submarine. The scene shows a Russian sailor board the vessel, which soon reveals its chilling secrets...

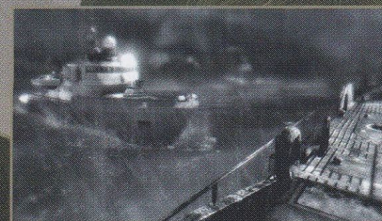




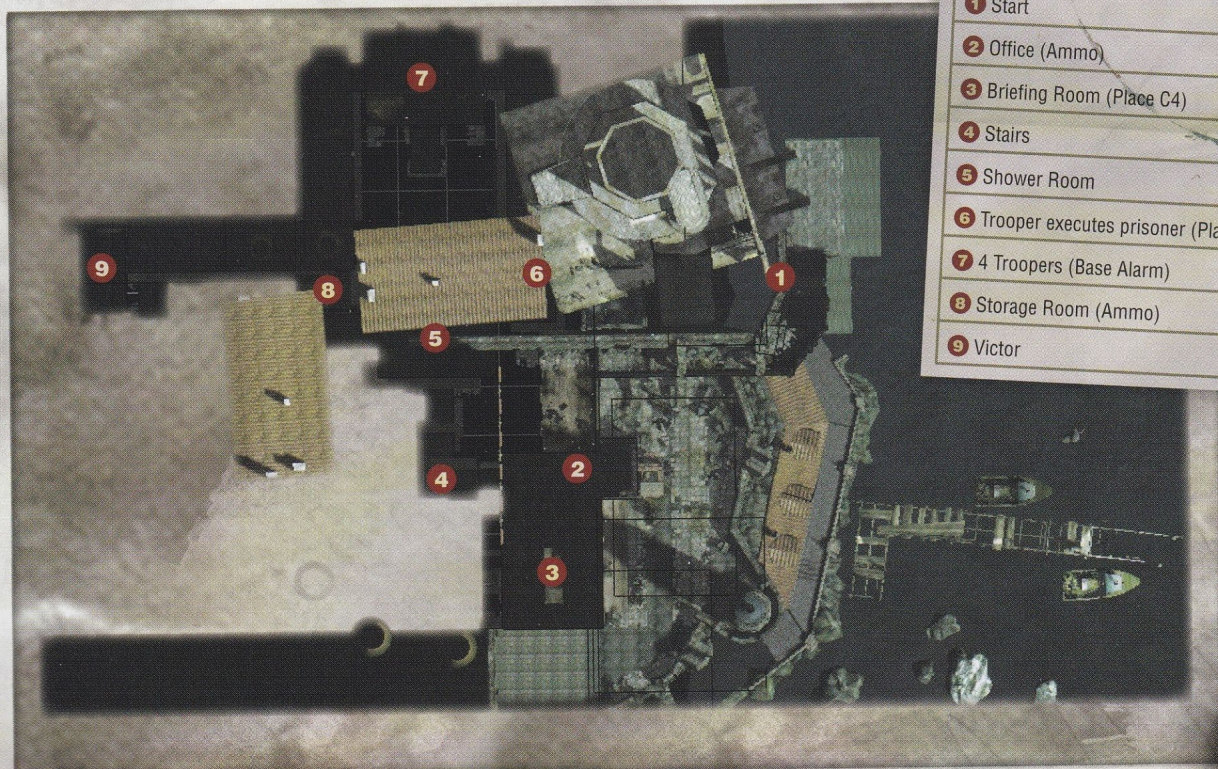
chapter 1

Prologue

Twenty years later, Agent Hayden Tenno arrives in Lasra and quickly adds an interesting "twist" to Lasrian surveillance protocol. After a radio exchange with his A.D., Agent Tenno is ready to infiltrate the old, dilapidated dockside complex. After you gain control of Tenno, a military helicopter drifts overhead hauling a large cargo container. The bird drops the crate in an open courtyard overlooking the docks, just below a crumbling staircase.



Part 1: Infiltrate



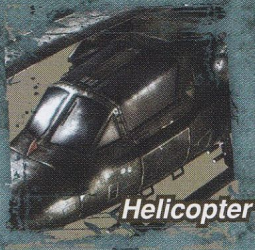
Map Key

- 1 Start
- 2 Office (Ammo)
- 3 Briefing Room (Place C4)
- 4 Stairs
- 5 Shower Room
- 6 Trooper executes prisoner (Place C4)
- 7 4 Troopers (Base Alarm)
- 8 Storage Room (Ammo)
- 9 Victor

Enemy Units



Trooper



Helicopter

Chapter Checklist

- 1 *Infiltrate the warehouse.*
- 2 *Plant C4 charges at all three designated locations.*
- 3 *Find Victor.*
- 4 *Head to the courtyard.*
- 5 *Shoot down the attack helicopter.*
- 6 *Find Mezner.*

Objective:

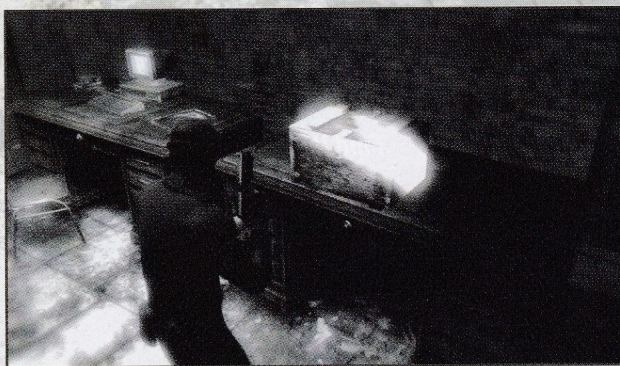
Infiltrate the warehouse.

The mission starts in a high observation post overlooking the docks of Lasria Harbor. As Agent Tenno, head down the stone steps and follow the walkway through two stone arches. Vault over the low wall at the end of the walkway, then veer left to the window. Jump through that area to enter a small warehouse office.



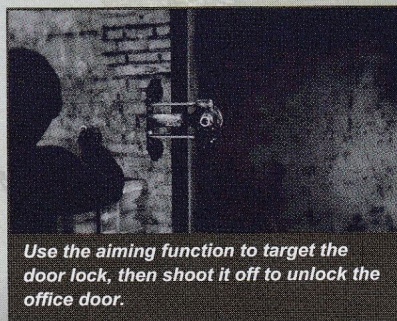
Enter the warehouse compound via this office window.

Approach the glowing box on the desk to the right; this is an **AMMO BOX**. Shoot it or smash it open with a melee attack and pick up the ammo. Look for glowing boxes and crates like this one throughout the game and loot them.



Use a melee attack or fire a bullet to open any ammunition box, then pick up the ammo.

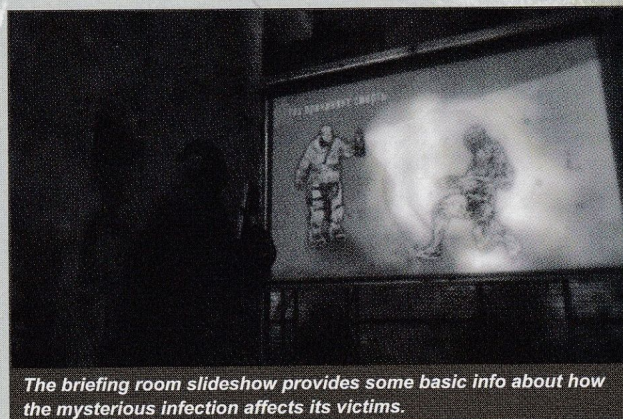
Press and hold the Aim button/trigger to bring up the targeting reticule, then move the reticule over the glowing lock on the exit door, thus targeting the lock. Fire the pistol to shoot off the lock. Now approach the door and press the "Open Door" button indicated on-screen to bash through the door.



Use the aiming function to target the door lock, then shoot it off to unlock the office door.

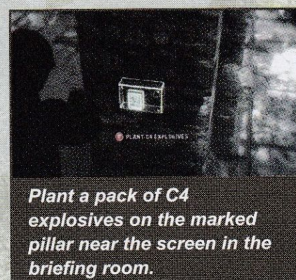
Objective: Plant the charges.

Go downstairs and view the briefing projected on the screen. Note that infected targets have "an increased metabolism and a hardened exterior—their flesh continues to harden over time." Note also that "Inferon gas is a mild irritant if inhaled by a healthy adult, but applied to the infected target will cause paralysis and death given sufficient exposure."



The briefing room slideshow provides some basic info about how the mysterious infection affects its victims.

Look on the outside of the brick pillar on the room's right side, near the screen, to find the marked spot (an outline of a C4 pack) for placing C4 explosives. Approach the spot and press the indicated button to place a C4 pack, then exit the room via the nearby double-doors.



Plant a pack of C4 explosives on the marked pillar near the screen in the briefing room.

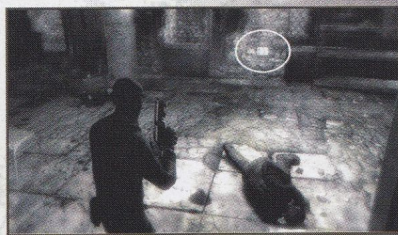
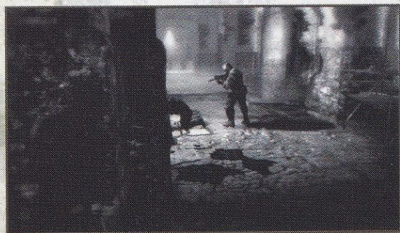
Follow the next passageway down the staircase into the large shower room (see point 5 on the map). You will hear someone pleading that he hasn't been bitten: "I just scratched myself! Please!" Go to the exit corridor in the back right corner of the shower room, approach the left-hand wall, and press the "Cover" button to flatten stealthily against the wall. Next, slide carefully to the corner.



GET A HEAD

Against Troopers and other low-level targets, remember that head shots result in single-shot kills.

Press and hold the Aim button to lean around and see a Russian Trooper cruelly execute a prisoner (see point 6 on the map). Quickly move the targeting reticule over the Trooper and aim for his head. (When the reticule is over a warm target, it turns red.) Nail the Trooper with a head shot before he can respond.



Try to nail this Trooper with a clean head shot just as he executes his prisoner, then plant C4 explosives on the wall just beyond him.

Plant a pack of C4 explosives on the spot marked on the wall above the fallen Trooper. You can also explore the nearby holding cell, but there's nothing of interest inside. Next, stand over the fallen Trooper's AKS-74 (it glows on the floor); press the indicated button to pick it up, if you want. Note that you can pick up the rifle, however, you may want to use the more accurate Tekna 9mm pistol for the next shot and place the rifle on your back.

Objective: Find Victor

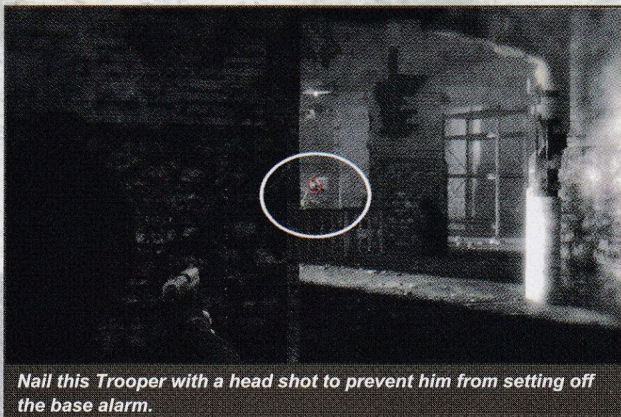
Wielding the Tekna pistol, continue down the passage but don't turn the next corner yet; more Troopers are posted in the next room (located at point 7 on the map), including one who will trigger a general alarm if he sees you. Instead, approach the corner, turn left to face the left wall, press and hold the Aim trigger, then slowly inch sideways to the right to see around the corner.

ALARMED TROOPS

If you miss the first Trooper, he will set off the alarm. This causes the other Troopers to quickly join the fray, keeping their distance and tossing grenades to make the fight a bit more difficult. Return the favor by shooting into their midst. Note that you can shoot the alarm panel on the podium to silence it as well.



Edge bit by bit to the right until a Trooper posted behind a box across the room barely comes into view. He stands near an emergency alarm panel on the back pillar. (He's the first Trooper you will see as you slowly edge around the corner.) Aim carefully for his head and drop him with a single shot to prevent him from going to the panel and triggering the alarm.



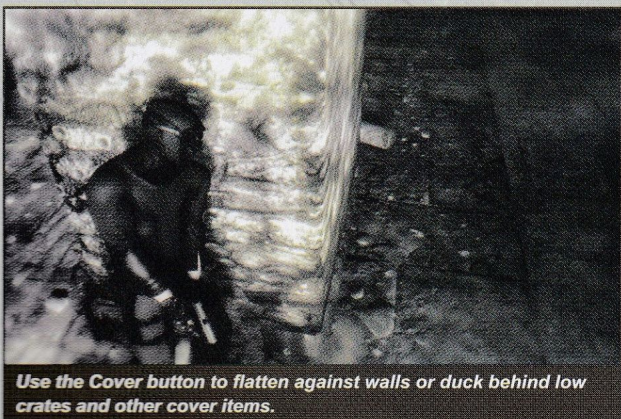
Nail this Trooper with a head shot to prevent him from setting off the base alarm.

Now press the Cover button to flatten against the wall. Equip the AKS-74 and lean around to pick off the next two Troopers as they attack. When they toss grenades, back away from the corner to avoid taking damage. A fourth Trooper lurks in the back-left corner of the room, so head in that direction to fight him.

FRESH GUNS

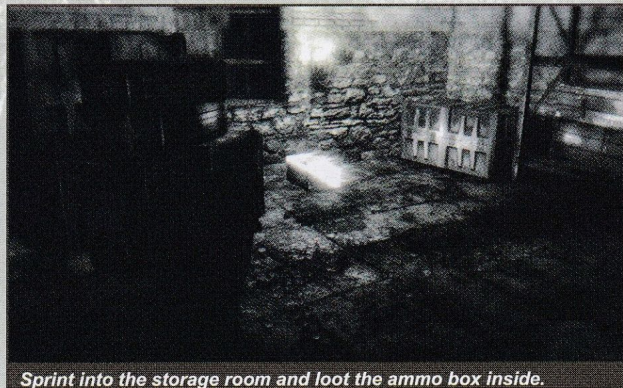
In the first chapter, you can pick up any AKS-74 dropped by fallen enemies. After equipping one AKS-74, you can take the ammo out of any additional AKS rifles. Sixty rounds will be added.

Move through the four-pillared room to the next left corner. Again, press the Cover button to flatten against the wall at the corner. Lean around and carefully pick off the multiple Troopers who lurk down the next corridor. Be patient! Note that it's fairly easy to shoot frag grenades tossed by the enemy guards, detonating them in mid-air.



Use the Cover button to flatten against walls or duck behind low crates and other cover items.

After cleaning out the corridor, use the Sprint button to run into the storage room (see point 8 on the map) directly across the hall at the next corner. Lean out from the room and pick off the final pair of Troopers, then open the **AMMO BOX** in the room.



Sprint into the storage room and loot the ammo box inside.

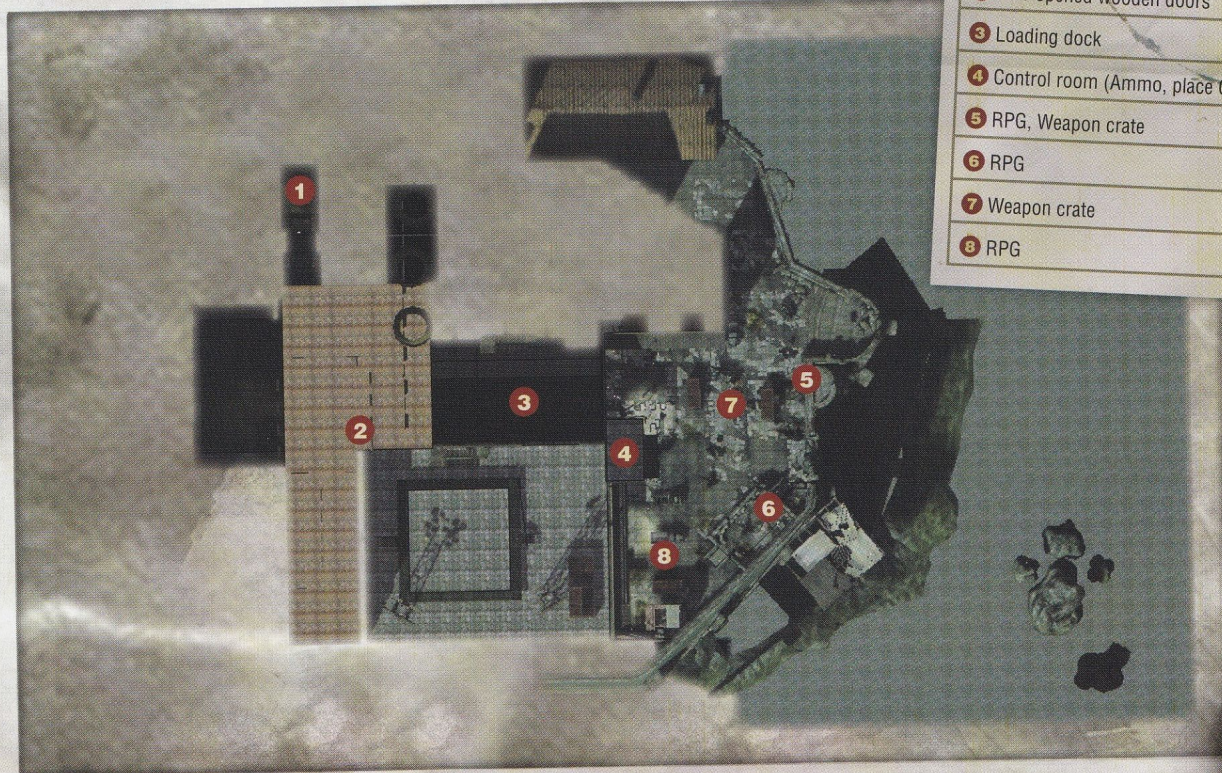
Now continue to the end of the hall and shoot the lock on the door. Approach the door and open it to trigger a cutscene where Tenno finally discovers Victor. Note what he says about Mezner trying to "get inside the vault." Your next primary objective is to locate Mezner and, as the A.D. puts it, "put a bullet through his head."



Part 2: Bird Hunt

Map Key

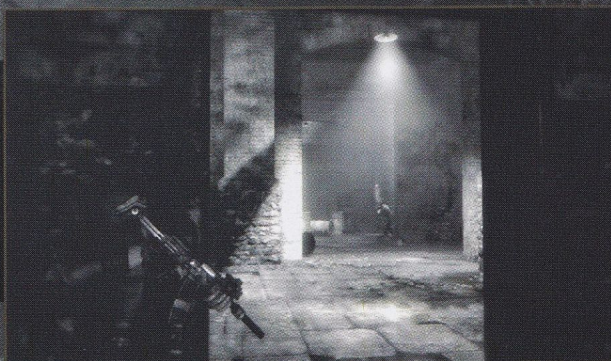
- 1 Start
- 2 Half-opened wooden doors
- 3 Loading dock
- 4 Control room (Ammo, place C4)
- 5 RPG, Weapon crate
- 6 RPG
- 7 Weapon crate
- 8 RPG



Objective:

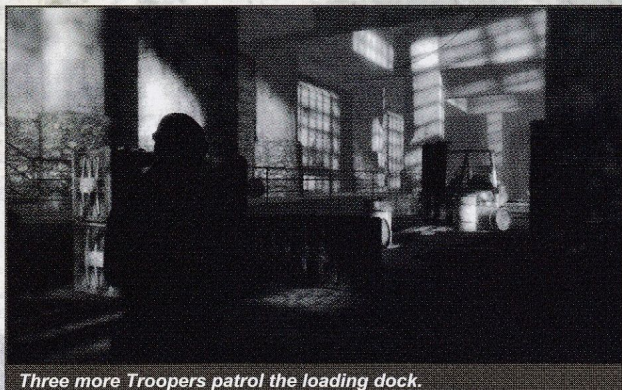
Get to the courtyard.

Hustle up the stairs and take cover on the left side of the open doorway at the top of the staircase. From this position, lean around and pick off the two grenade-tossing Troopers posted in the next room. Try to nail each one before he can toss more grenades. One soldier may hide behind cover in the back-right corner of the room.



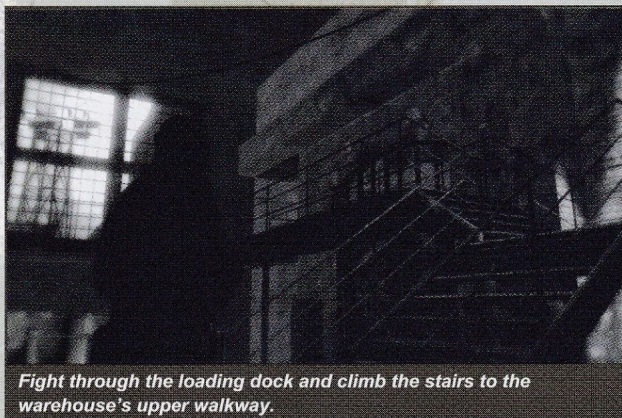
Quickly pick off grenade-tossing soldiers to avoid taking too much damage.

Once both Troopers are down, scan the area for other action. Two tall wooden doors (see point 2 on the map), one partially opened, lead into a tall loading dock. Approach them carefully, as three Troopers are waiting in the dock.



Three more Troopers patrol the loading dock.

There are two approaches to take here. First, be patient and take cover behind a pillar, aiming at the door opening and picking Troopers off one by one as they rush into the room. Second, you can go immediately to the opening and nail the first guard, who stands directly ahead. Next, swing around the door and aim left, nailing the other two Troopers on the elevated walkway near the stairs.



Fight through the loading dock and climb the stairs to the warehouse's upper walkway.

Enter the loading dock (see point 3 on the map) and locate a forklift and several large shipping crates. Go down to the far end of the room and climb the short staircase to the elevated walkway. Follow the long walkway back across the room to the next staircase and climb to the room's upper walkway. At the top, note the Sprint instructions that appear on-screen.

At the top of the stairs, a Lasrian helicopter gunship suddenly hovers just outside the long row of tall warehouse windows. If you step into its view by the windows, it will open fire. Sprint down the window-lined walkway into the small control room at the end (see point 4 on the map). *Don't stop anywhere along the walkway to shoot back or the gunship will mow you down!*

WINDOW SPRINT

When you move into the view of the helicopter gunship, it opens fire and shatters the windows with its powerful guns. Your guns can't damage the chopper; keep sprinting the length of the walkway to avoid taking damage.

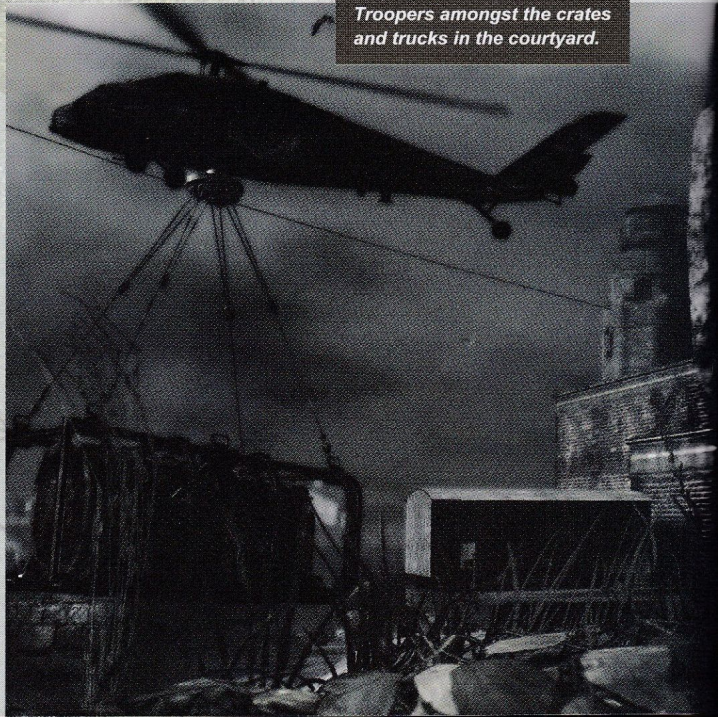
This control room overlooks a courtyard adjacent to the one where you saw the helicopter drop its load as the chapter began. First, plant C4 on the room's wall at the indicated spot just inside the doorway. Next, open the **AMMO BOX** on the table, then step outside through the doorway as the helicopter roars overhead. Descend the stairs into the courtyard. *Warning: Get away from the staircase quickly!*



The moment you step off the wooden staircase into the courtyard, the gunship launches a rocket attack that shatters the stairs, cutting off access to the control room. At the same time, four Russian Troopers emerge from the right corner of the yard (from behind the two parked trucks; see point 8 on the map) and start to fan out across the yard. Start shooting and duck behind the pair of small crates near the bottom of the stairs. After taking safety, start picking off any remaining Troopers one by one.



Play hide and seek with Troopers amongst the crates and trucks in the courtyard.

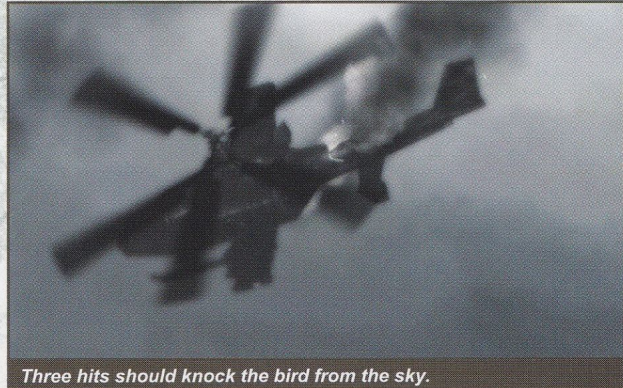


RPG PLUS

Three RPG launchers sit in the courtyard, ready for your use. The one in the center (see point 7 on the map) and the one on the northernmost platform (see point 5 on the map) each sit next to a Weapon Crate filled with RPG ammo, so you can fire and immediately reload at that position.

If you want, nab one of the three RPG launchers (see 5, 6, and 7 on the map) and use it to eviscerate the Trooper tormentors; RPG hits inflict wide area damage, so even near-misses can take out targets. Note, however, that when you first pick up an RPG launcher, it is loaded with two grenades. If you run out of grenades, rush to one of the two **WEAPON CRATES** (see points 5 and 7 on the map) to pick up four more grenades and reload.

Try to launch the rockets when the helicopter hovers in a stationary position, which happens infrequently and for no longer than a second or two at a time. When the gunship makes its attack runs, stay low behind cover to avoid the incoming fire. Three good RPG hits will bring down the helicopter...and trigger a frightening cutscene.



Three hits should knock the bird from the sky.

Objective:
Use the RPG launcher to take down the chopper.

When no Troopers remain, grab one of the RPG launchers (if you haven't already done so) and start firing at the helicopter gunship. Be sure to use the Cover button to stay hidden, then pop up to fire. Use the Aim trigger and move the targeting reticule over the chopper until the reticule locks on and begins to beep, then fire away and duck behind cover!



Grab an RPG launcher and start slinging rocket-propelled grenades at the whirlybird above. Reload at the two weapons crates.

Objective:
Find Mezner.

The cutscene automatically puts Agent Tenno in contact with Robert Mezner. Watch as Mezner's "associate" infects Tenno who then triggers an explosive conclusion to the exchange.



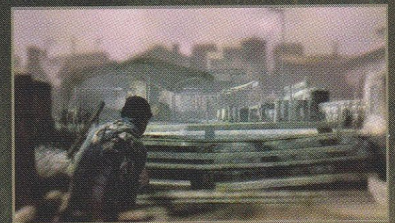
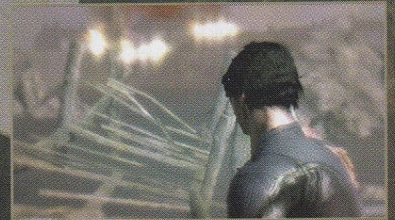
chapter 2

exposure

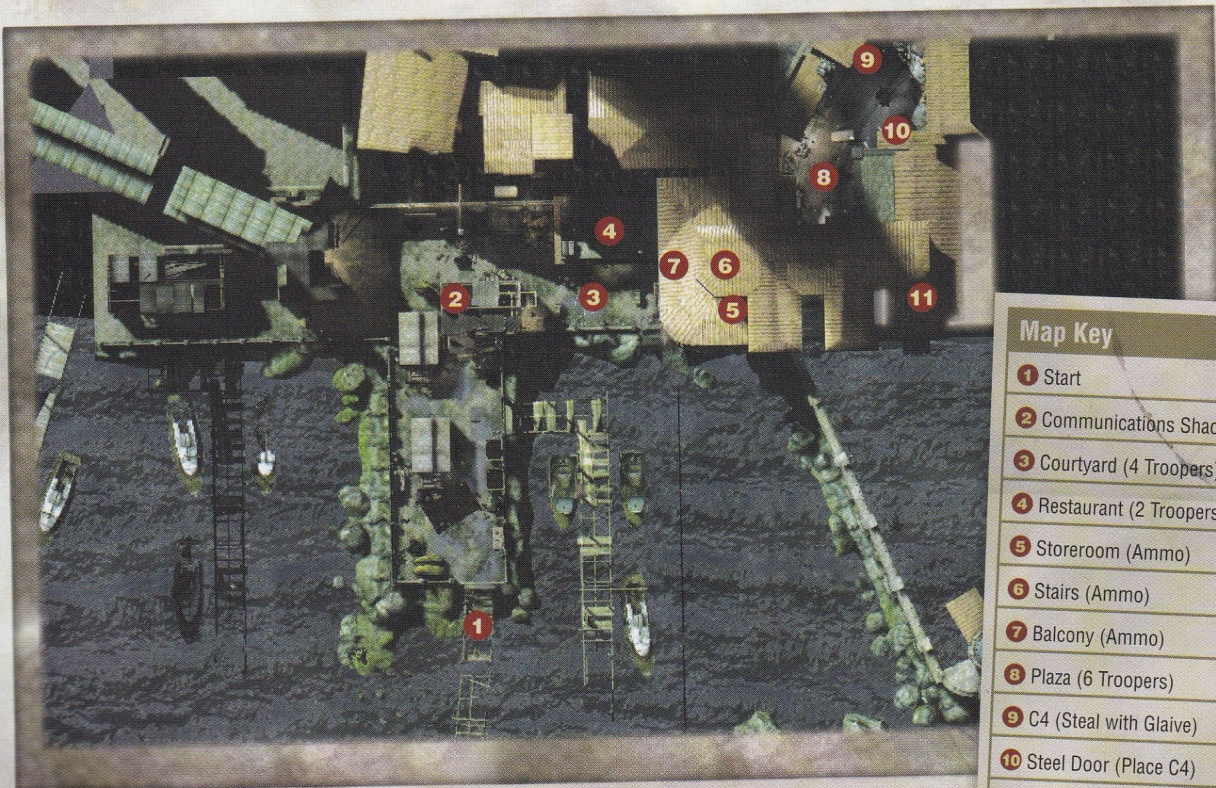
After his encounter with Robert Mezner doesn't exactly go according to plan, Tenno regains consciousness on a shattered dock, sick and in pain from the Technocyte infection that has already started to spread up his right arm.

WALKING WOUNDED

After all he's just been through, it's no surprise that Tenno's vision is blurred and his movements are slow and unsteady. But don't worry—he will pull himself together in time to resume fighting.



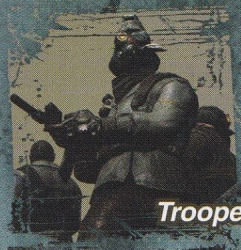
Part 1: Slice and Dice



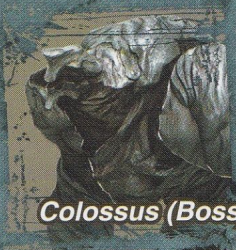
Map Key

- 1 Start
- 2 Communications Shack (Radio)
- 3 Courtyard (4 Troopers)
- 4 Restaurant (2 Troopers)
- 5 Storeroom (Ammo)
- 6 Stairs (Ammo)
- 7 Balcony (Ammo)
- 8 Plaza (6 Troopers)
- 9 C4 (Steal with Glaive)
- 10 Steel Door (Place C4)
- 11 Fire Rate Upgrade

Enemy Units



Trooper



Colossus (Boss)

Chapter Checklist

- 1 Enter the shack with the radio in it.
- 2 Fight through town and collect pistol ammo.
- 3 Steal C4 and blow open the steel door to the market.
- 4 Survive the wave of troopers in the market.
- 5 Survive the attacks of the Colossus.
- 6 Lower the bridge.
- 7 Go through the metal floor grate.

Objective: *Find the radio.*

Tenno still has his Tekna 9mm pistol, but he lost the ammunition for it in the blast. Limp straight ahead from the start point and enter the shack at the far end of the dock. You'll hear the sound of a helicopter and—more eerily—Mezner's disembodied voice stating that he's inside of Tenno now, but neither is a threat at the moment.



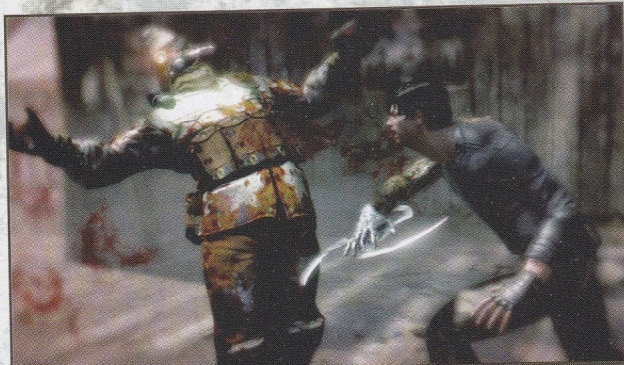
Stumble forward and up the stairs into the shack.

Entering the shack automatically triggers a cinematic. Tenno uses the radio inside to contact the Agency and tell them that he's been infected, despite being given a vaccine prior to the mission. Tenno can't confirm Mezner's elimination, so the Agency denies Tenno's request for an emergency evac. Instead, they tell him to rendezvous with an Agency sleeper agent, Yargo Menshik, who has an observation post atop the Lasrian Port Authority. Yargo has boosters that should hold off the infection until the Agency can extract Tenno.



Tenno's in bad shape, but the Agency denies his evac request.

Tenno's conversation is cut short by the appearance of a Trooper who enters the shack. The ensuing fight goes badly for Tenno until a triple-bladed Glaive grows out of his infected right arm and disembowels the unlucky Trooper.



The Trooper is as surprised as Tenno at the sudden appearance of the Glaive.

A second Trooper arrives and calls out to his squad mates for assistance, but Tenno instinctively hurls the Glaive at him, decapitating the Trooper in one fluid motion. The Glaive returns to Tenno's right hand, which now seems to be made of solid organic metal.

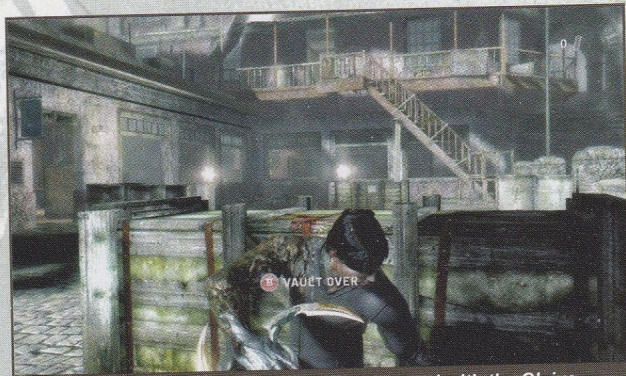
Objective: Eliminate the Troopers.

The Glaive is your only weapon at the moment, but it's lethally effective when used properly. Press and hold the Aim trigger/button to bring up the targeting reticule. The reticule turns red if you've got a shot lined up. Press the Throw Glaive button to hurl the deadly discus. If you're lucky, it will also hit an enemy on its return trip.

HEAD 'EM OFF

As seen in the cinematic, the Glaive is good for one-shot kills if you hit a Trooper in the head or neck. Hitting any other part of a Trooper's body will require a second throw to finish him off.

Go through the door that the decapitated Trooper used and go into the small courtyard beyond it to trigger the appearance of four Troopers. Run straight ahead and take cover behind the nearby crates. Use the Glaive to eliminate the Troopers. Remember, unlike a firearm, you can't use the Glaive again until it returns to Tenno's hand.

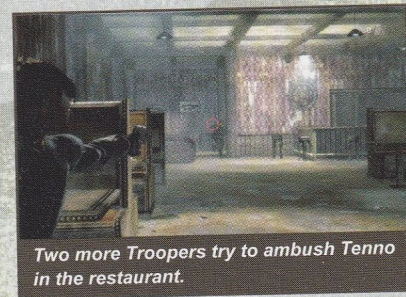


Cut the Troopers down to size in the courtyard with the Glaive.

OUT OF REACH

Keen-eyed agents may notice a flashing item on the distant balcony that overlooks the courtyard. Unfortunately, the stairs leading up to it are blocked, but don't worry—you'll get there eventually.

Once all four Troopers are no longer a threat, go through the open doorway near the steel drums to enter the restaurant. Immediately take cover behind the nearest booth, because two more Troopers rush in to attack.



Two more Troopers try to ambush Tenno in the restaurant.

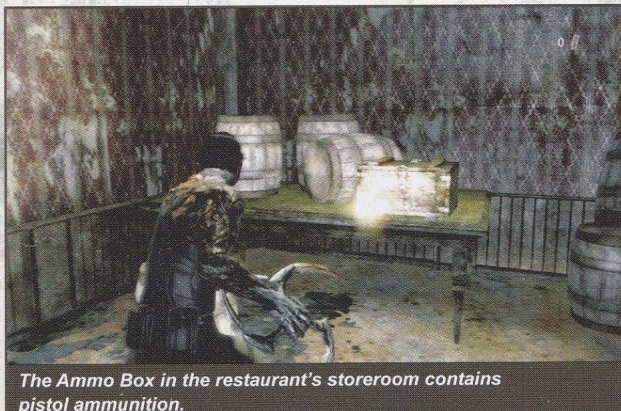
Trigger Locked

Now that Tenno is infected, his ability to use the Trooper's guns against them is severely limited. All enemy firearms are equipped with infection proximity sensors that burn out the weapon and render it unusable after a few seconds if an infected person picks it up. Watch the blinking red light on the stock of the weapon. The faster it blinks, the closer it is to locking up.

Objective:

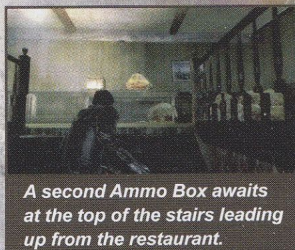
Find pistol ammunition.

After eliminating the Troopers in the restaurant, walk around the bar and enter a small storeroom to find an **AMMO BOX**. Break it open to collect some much needed pistol ammunition. You can now use both the Glaive and the pistol against your enemies.



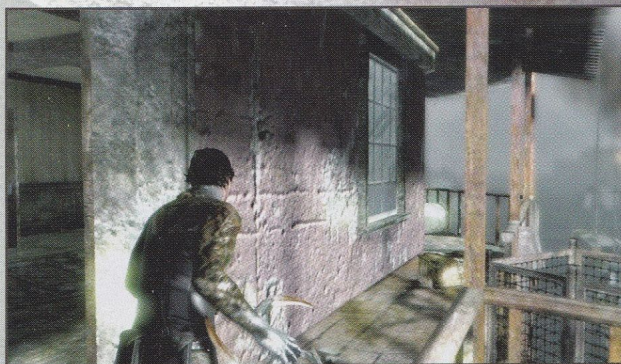
The Ammo Box in the restaurant's storeroom contains pistol ammunition.

Climb the stairs that the last two Troopers came down to find another **AMMO BOX** at the top. Don't let the dozens of crimson-stained bags full of biohazardous material unnerve you.



A second Ammo Box awaits at the top of the stairs leading up from the restaurant.

While standing at the top of the stairs, turn right and go through the open doorway to reach the balcony that overlooks the courtyard. Smash open the **AMMO BOX** on the floor of the balcony to pick up more pistol ammunition.

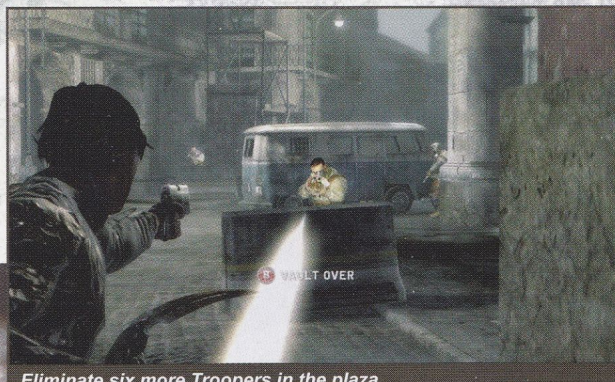


You can now reach the Ammo Box that you saw from the courtyard.

Objective:

Blast open the plaza door.

Go back inside and walk straight past the top of the stairs to a closed door. Follow the on-screen prompt to open the door and enter an outdoor plaza filled with six more Troopers. Run and take cover behind the nearest concrete barricade and pick off the Troopers using Tenno's Glaive and pistol.



Eliminate six more Troopers in the plaza.

DUAL WIELDING

After finding ammo for Tenno's pistol, you can unleash twice the carnage against your enemies. Because the Aim trigger/button is the same for both weapons, and because Tenno holds one weapon in each hand, you can hurl the Glaive at an enemy and quickly pop off a few shots before the Glaive returns. It's a good way to thin out groups of enemies quickly when there isn't time to aim for precise head shots.

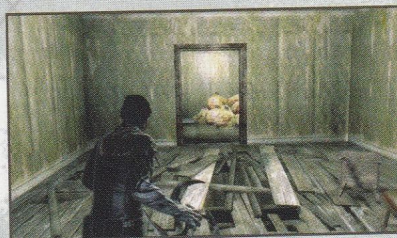
As soon as the last Trooper is killed, Tenno doubles over in pain as the organic metal creeps further up his right arm. An on-screen prompt states that you've received the Steal ability. To use it, simply aim at an object. If you can Steal it, the reticle changes to a three-bladed fan and the object begins to glow. Throw the Glaive and it automatically picks up the object.

Use the Steal ability to retrieve a pack of C4 explosives from the scaffolding at the far end of the plaza. After doing so, place them on the steel door in the opposite corner of the plaza from the scaffolding to blast the door open.

At the end of the hallway, locate a steel case on a table. A hole in the floor prevents you from reaching it, so use the Glaive to steal the case and get a **FIRE RATE UPGRADE** that you will eventually apply to your firearm.



Use the Steal ability to snag the Fire Rate upgrade at the end of the hall.



Part 2: The Market

Map Key

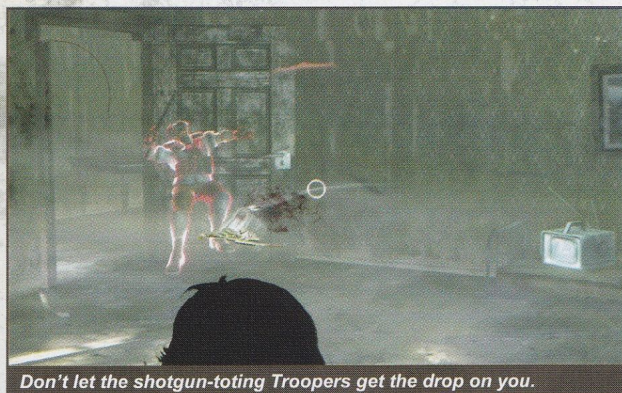
- 1 Start
- 2 Hallway (2 Troopers)
- 3 Trooper
- 4 Rubles
- 5 Office (Ammo Box)
- 6 Ammo Boxes (x2)
- 7 Warehouse (Wave of Troopers)
- 8 Market (Boss Battle: Colossus)
- 9 Fire Power Upgrade
- 10 Bridge Switch
- 11 Ammo Box
- 12 Rubles
- 13 Door
- 14 Steel Grate



Objective:

Survive the wave of Troopers in the warehouse.

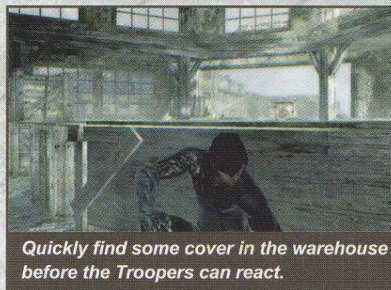
Two Troopers hear Tenno crashing through the area and promptly investigate. Run into the corner of the room opposite its only door and wait for the first Trooper to kick it open. The Troopers are armed with shotguns, which will tear Tenno to shreds at close range, so take them out quickly from a distance.



Don't let the shotgun-toting Troopers get the drop on you.

Go through the door and eliminate a third Trooper who hides around the corner in the middle of the L-shaped hallway. At the end of the hallway, search the table to acquire some **RUBLES**. Next, continue through the hole in the wall and into an office with an **AMMO BOX** on the desk. The sound of helicopters and radio chatter can be heard from the warehouse beyond the office.

After picking up the ammo, go through the office door and enter the warehouse. Through the warehouse windows, you can see a wave of Troopers in hazmat suits rushing forward. Run into the warehouse and down the stairs, then take cover behind the line of crates in the middle of the warehouse floor.



Quickly find some cover in the warehouse before the Troopers can react.

LOCK AND LOAD

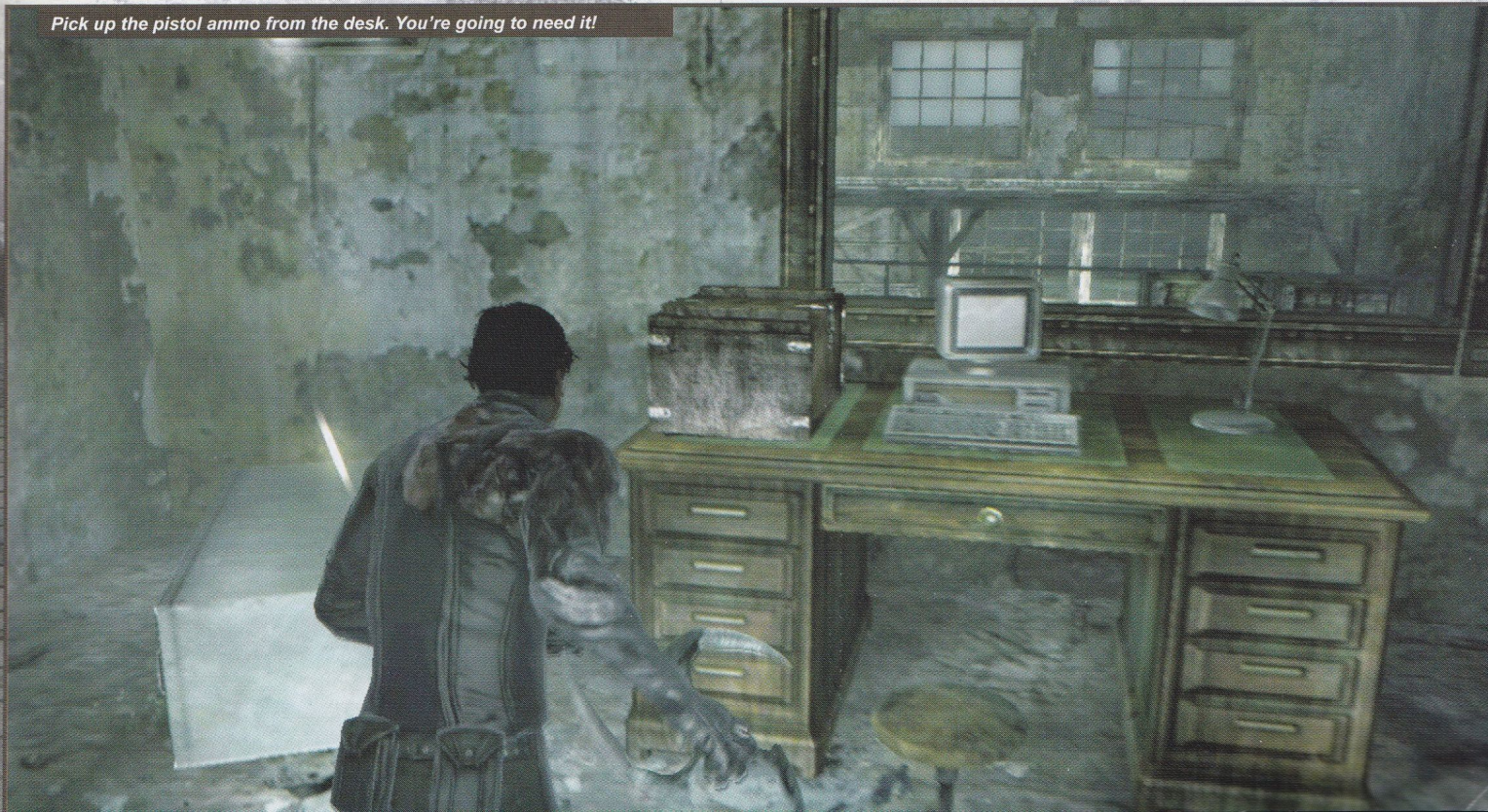
There are two more Ammo Boxes in the metal shelves near the stairs leading down from the office. Don't miss them!

In addition to their firearms, these Troopers are equipped with Inferon gas grenades, which emit a noxious orange plume when thrown. The gas doesn't affect normal humans, but against Technocyte-infected targets like Tenno, it severely limits movement and can cause death if inhaled for more than a few seconds. If you hear the hissing sound of a nearby gas grenade, move immediately!



A few deep breaths of Inferon will bring Tenno's mission to a sudden and premature end.

Pick up the pistol ammo from the desk. You're going to need it!



boss battle

Colossus

While inside the warehouse, don't take unnecessary risks for the sake of killing the Troopers. The reason for this becomes clear after a short while, when the Colossus makes a dramatic entrance. Once the Colossus runs out of Troopers to crush, it smashes through the entire outside wall of the warehouse and turns its attention toward Tenno.

The Colossus smashes down the entire wall of the warehouse.



Quickly run out of the warehouse and into the outdoor market, and get ready to play hard-to-get. None of Tenno's weapons will inflict any damage against the Colossus, so don't even bother attacking it. Instead, concentrate on avoiding the Colossus' attacks. Its primary mode of attack is to hurl huge chunks of rubble. If you keep your distance from the Colossus, it's easy to dodge them by moving left or right and pressing the Dodge button after they're in the air.

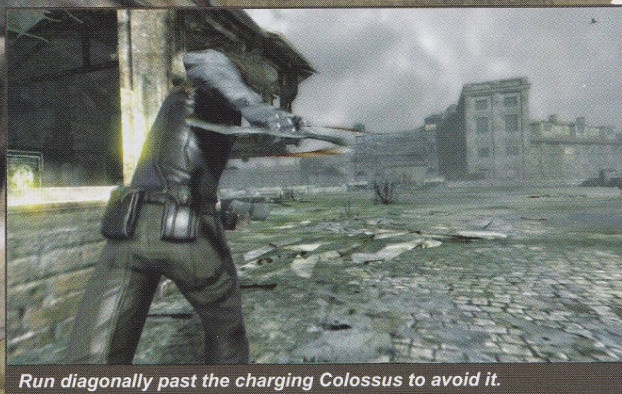


Don't start dodging until after the Colossus throws a chunk of masonry.

Go Play Outside

Staying inside of the ruined warehouse will provide protection from flying rubble, which tends to bounce harmlessly off the roof. However, it's too easy to get blocked by a crate or other obstacle when trying to dodge the Colossus' charge. And since the Colossus has no trouble plowing right through anything in its path, keep the fight outside in the market, where there is maximum freedom of movement.

After throwing five hunks of rubble, the Colossus rushes toward Tenno with alarming speed. To avoid the Colossus, sprint diagonally past it. Be ready to turn sharply to the right or left if the Colossus is still on a collision course.



Run diagonally past the charging Colossus to avoid it.

SMART SHELTER

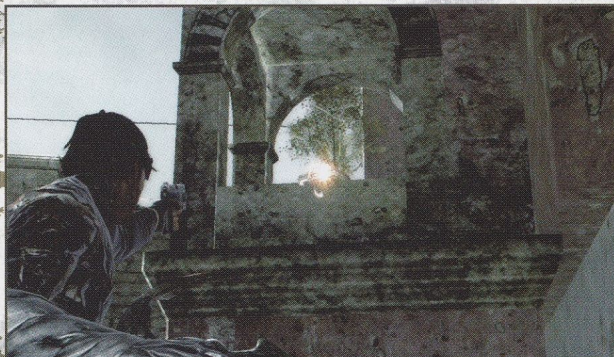
Staying inside the warehouse may not be the best tactical move, but you can still use its roof for protection. To do so, lure the charging Colossus to one end of the L-shaped market and then sprint to the other end, keeping the corner of the roof between you. As the Colossus hurls rubble, it should shatter against the roof and miss Tenno entirely.

After the Colossus charges for a third time, an ear-piercing shockwave rips through the area. The Colossus roars in pain and runs off. Don't worry, you'll see him again.

Objective:

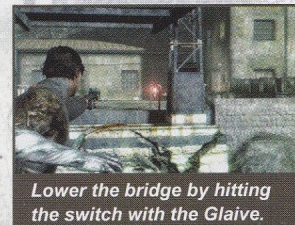
Proceed through the market.

Once the Colossus leaves, look for a metal briefcase in a tower at the end of the market opposite the elevated bridge. Use the Steal ability to recover it and get a **FIRE POWER UPGRADE**.



Retrieve the Fire Power upgrade in the marketplace tower using the Steal ability.

Walk over to the elevated bridge and look past it to see the blinking red bridge switch. Hit the bridge switch with the Glaive to lower the bridge, then cross the bridge once it's down. Don't miss the **AMMO BOX** at the other end of it or the **RUBLES** on the stacked crates along the brick wall.



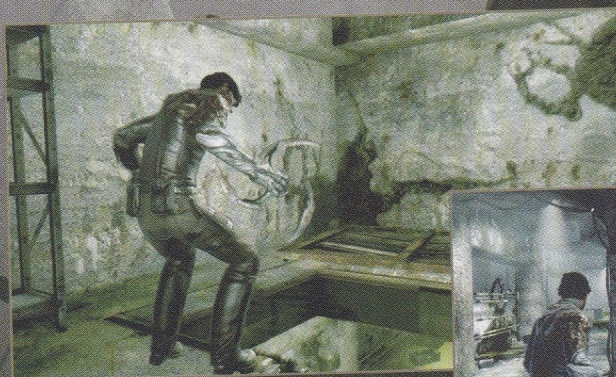
Lower the bridge by hitting the switch with the Glaive.



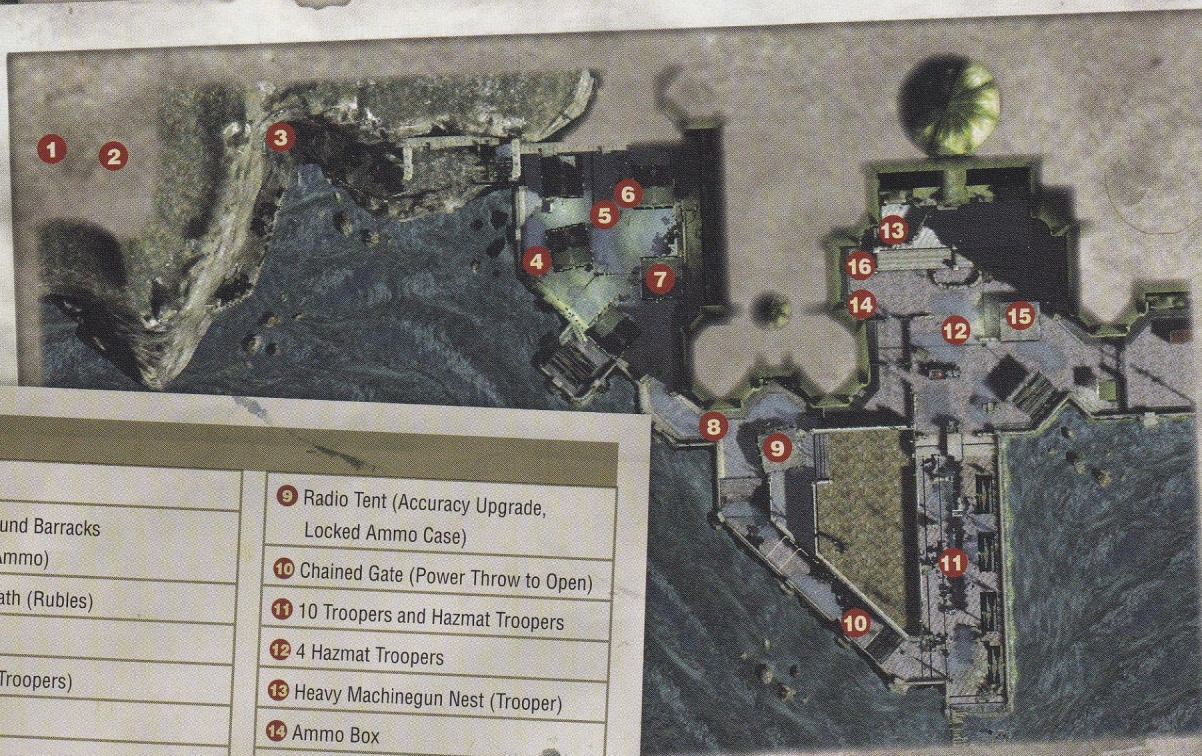
chapter 3

baggage claim

Having penetrated deeper into Lasrian territory, Tenno is still no closer to understanding exactly how or why the Technocyte virus is transforming him. Denied a medical evacuation by the Agency, his only hope is to continue making his way to Yargo Menshik's observation post.



Part 1: Powering Up



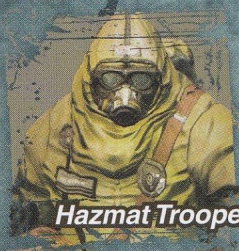
Map Key

- | | |
|---------------------------------------|---|
| 1 Start | 9 Radio Tent (Accuracy Upgrade, Locked Ammo Case) |
| 2 Underground Barracks (Rubles, Ammo) | 10 Chained Gate (Power Throw to Open) |
| 3 Coastal Path (Rubles) | 11 10 Troopers and Hazmat Troopers |
| 4 Ammo | 12 4 Hazmat Troopers |
| 5 Plaza (10 Troopers) | 13 Heavy Machinegun Nest (Trooper) |
| 6 Ammo | 14 Ammo Box |
| 7 Ammo | 15 Ammo Box |
| 8 Chained Gate (Power Throw to Open) | 16 Steel Grate (Shoot Lock to Open) |

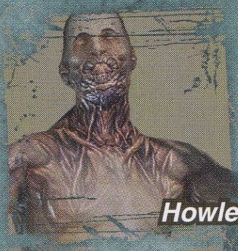
Chapter Checklist

- 1 Fight another squad of Troopers.
- 2 Use the Power Throw ability to open the gate.
- 3 Take out the machinegun nest.
- 4 Descend into a utility tunnel through a locked metal grate.
- 5 Charge the Glaive with electricity and open the locked door.
- 6 Fight the first wave of Howlers.
- 7 Open another locked door with an electrified Glaive.
- 8 Clear the elevator area of Howlers.
- 9 Ride the elevator to the roof.
- 10 Use the Aftertouch ability to clear the roof of enemies.
- 11 Unlock the gate to Yargo's outpost with Aftertouch.
- 12 Rendezvous with Yargo.

Enemy Units



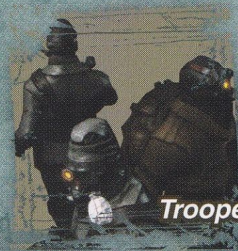
Hazmat Trooper



Howler



Mauler



Trooper

Objective:

Aquire the Power Throw ability.

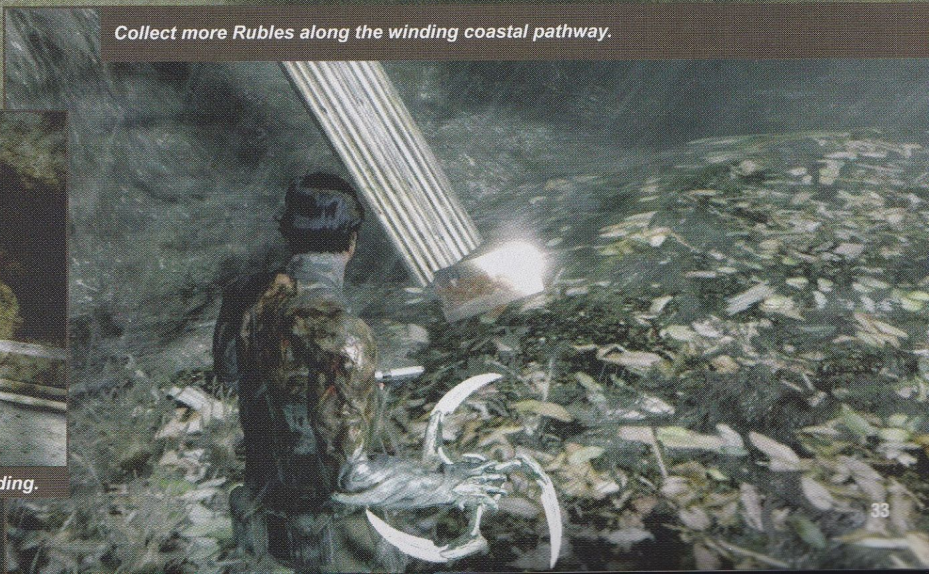
From the start point, go forward through the ruined underground barracks. Don't miss the **AMMO BOX** and **RUBLES** on the shelving nearby. At the other end of the barracks is a doorway leading outside to a narrow pathway. Follow the pathway as it winds along the coast, picking up **RUBLES** along the way.

Use caution while walking up the wooden planks at the end of the pathway. There are 10 Troopers stationed among the tents in the plaza past the planks and they are armed with grenades, machineguns, and shotguns.

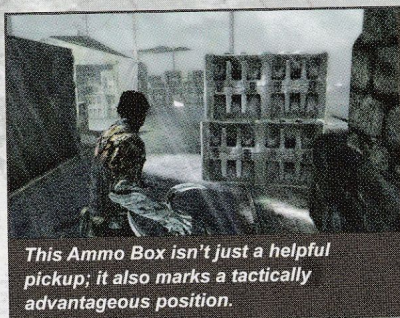
Collect more Rubles along the winding coastal pathway.



Pick up the ammo and Rubles in the barracks before proceeding.



Turn right at the top of the planks to see an **AMMO BOX** across the plaza, hidden behind a tent. Use the Glaive to shatter the box, then throw it a second time to pick up the ammo.



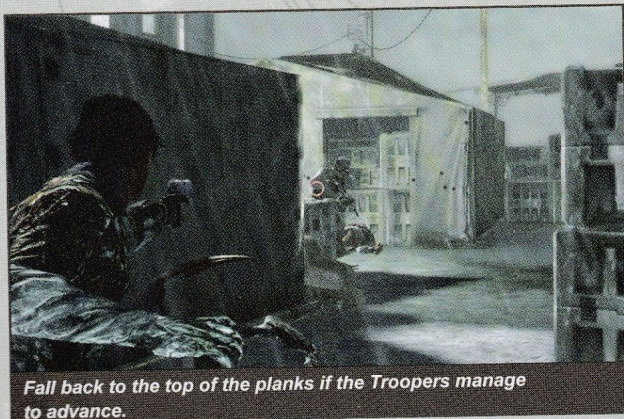
This Ammo Box isn't just a helpful pickup; it also marks a tactically advantageous position.

Sprint over to the Ammo Box and use the nearby tent for cover. Peek out from around the corner to draw the attention of the Troopers, who take up positions behind some crates. Pick them off with the Glaive as they approach.

Fire In the Hole!

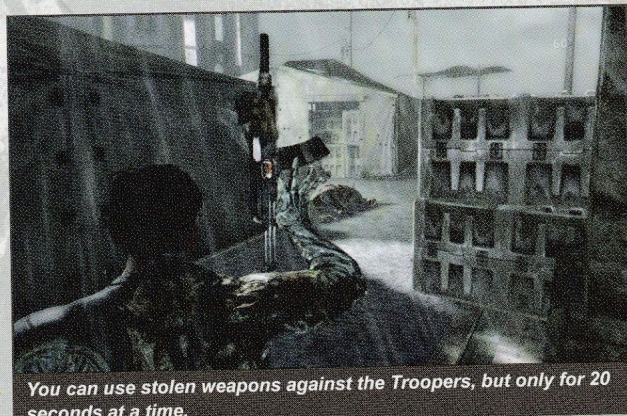
If you keep the Troopers pinned down behind the crates, grenades will be the only serious threat to Tenno's survival. If you see a Trooper toss a grenade, quickly dodge backward along the length of the tent to avoid the blast. Even a near miss can cause instant death, so don't take any chances.

If the Troopers manage to advance beyond the line of crates (which may occur while you're dodging grenades), sprint back to the top of the planks that led up to the plaza from the winding coastal path. Aim just to the right of the corner of the tent and wait for the Troopers to advance, then pick them off as they move forward.



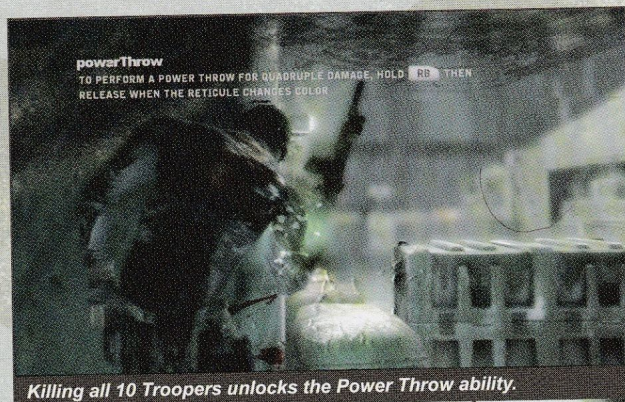
Fall back to the top of the planks if the Troopers manage to advance.

Be patient. If more than 30 seconds pass before another Trooper appears, peek out from around the corner of the tent and fire a few shots to get them moving. You can use the Glaive's Steal ability to pick up weapons from fallen enemies, but remember that the weapons will stop working approximately 20 seconds after you pick them up.



You can use stolen weapons against the Troopers, but only for 20 seconds at a time.

After eliminating all 10 Troopers, the Technocyte infection spreads further up Tenno's arm. At this point, Tenno gains the Power Throw ability, which allows him to hurl the Glaive with extra force, causing four times more damage to a target as compared to a single toss. To use Power Throw, aim as usual and hold down the Glaive button until the targeting reticule turns yellow for a split second. You must release the button while the reticule is still yellow to execute a Power Throw; otherwise, you'll perform a regular Glaive throw.



Killing all 10 Troopers unlocks the Power Throw ability.

ACT, DON'T REACT

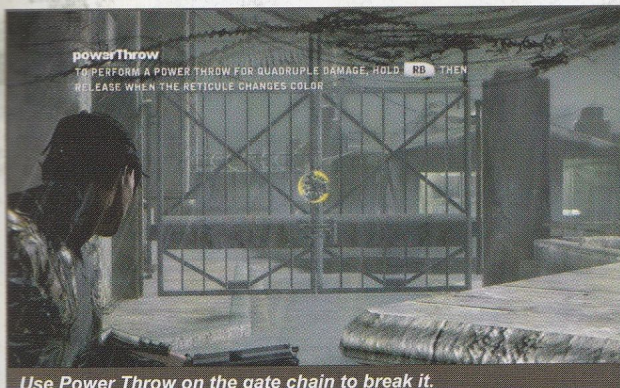
If you're having trouble executing a Power Throw, it's probably because you're waiting to see the reticule turn yellow before releasing the Glaive button. Unless you have superhuman reflexes, you'll almost always be too late.

Instead, try to anticipate when the reticule will change color. Hold the Glaive button down for one second and then release it. Practice Power Throwing when there are no enemies around until you can do it consistently. Mastering this skill now will make life a lot easier going forward.

Objective:

Take out the machinegun nest.

Search the plaza for two **AMMO BOXES**. One is out in the open, while the other is inside a tent. Pick them both up and approach the chained gate just beyond the tents. The only way to break the chain and open the gate is to Power Throw the Glaive into the chain. After doing so, continue through the gate.



Use Power Throw on the gate chain to break it.

There is a tent with a radio in it just beyond the chained gate. Although Tenno can't use the radio, stick around and listen to a squad of terrified Troopers being overrun by unknown enemies. Power Throw the chain on the locked **AMMO CASE** in the tent to get the ammunition inside it. There's also an **ACCURACY UPGRADE** in here, so grab it before proceeding.

The radio tent has some valuable items in it, as well as a chilling warning of future dangers.

Exit the radio tent and descend the stairs beyond it to find another chained gate. Once again, perform a Power Throw on the chain to shatter it and swing the gate wide open.

A SINISTER MESSAGE

As if the scene overheard in the radio tent wasn't unnerving enough, you can hear an announcement repeating over the loudspeakers beyond the second chained gate: "Form an orderly line. You must be holding Russian visa or proper ID to get in line. If you or someone you know is experiencing headaches, fever, itchiness, or spasms, identify yourselves immediately to a medical officer. Failing to report symptoms will be considered an act of treason and is punishable by death. Don't endanger yourself or your family."

Advance beyond the second chained gate with caution, as there are 10 Troopers (two of which are Hazmat Troopers) in the area beyond it. Use the same techniques against this next squad of Troopers that you used previously. Hide behind cover, take carefully aimed shots with the pistol, and use Power Throw whenever possible to guarantee one-hit kills. Beware of the fragmentation and Inferno gas grenades that they will throw, and don't let them advance too quickly while you're dodging the blasts.



There are another 10 Troopers defending the area near the loudspeakers.

DEAD EYE

Instead of dodging the frag grenades, you can shoot them in mid-air with Tenno's pistol or Glaive to detonate them. If you do this right after they're thrown, you may even catch the Trooper who threw it in the blast radius. As long as you hit the grenade while it's still a safe distance away, Tenno won't suffer any damage. If you wait too long, though, Tenno will be in danger of taking heavy damage from the blast.

Eliminate all 10 Troopers without advancing too far forward, because there's a heavy machinegun nest surrounded by sandbags at the far end of the area. If you don't take cover while standing within range, it will chew Tenno to ribbons in no time.

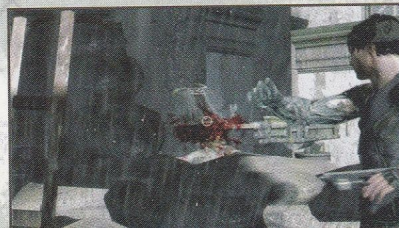


Beware of the heavy machinegun at the far end of the area.

There are also four more Hazmat Troopers who take up positions near the stairs in the middle of the plaza. Stick to the right side of the plaza to avoid the heavy machinegun and take them out. You can also lure them back toward the second chained gate to stay out of range of the heavy machinegun.

After defeating the Hazmat Troopers, it's just Tenno and the machinegun nest. The best way to eliminate the Trooper manning the machinegun is to approach it by moving quickly from one area of cover to the next. Although the machinegun seems to fire constantly, there is actually a brief pause between each extended burst of fire.

If you have any grenades left, throw one over the sandbags to kill the Trooper (or at least knock him away from the gun). If you're out of grenades, then accurately aim Tenno's pistol or Glaive at him. The Power Throw is especially useful in this situation.



Getting up close and personal with the Trooper manning the machinegun is dangerous but effective.

If you're really daring, you can use the sandbags around the nest for cover and peek out once the machinegun fire stops to unleash a quick Glaive attack.

With the machinegun nest cleared out, search the area for items of interest. There's an **AMMO BOX** inside a nearby tent and another **AMMO BOX** sitting out in the open near the machinegun nest.

Next, look on the ground near the machinegun nest to find a large, locked metal grate. Shoot or throw the Glaive at the lock to destroy it, then follow the on-screen prompts to lift the grate and drop down into the utility tunnels.



Four more Hazmat Troopers use Infeon gas grenades and machinegun fire in this area.



Part 2: The Utility Tunnels



Map Key

- 1 Start
- 2 Generator (Fire Power Upgrade)
- 3 Dead Soldier (Rubles)
- 4 Electrical Panel (Charge Glaive), Ammo Box
- 5 Locked Door (Use Electrified Glaive to Open)
- 6 6 Howlers
- 7 Desk (Rubles)
- 8 3 Howlers (Ambush)
- 9 Electrical Panel (Charge Glaive), Ammo Box
- 10 Locked Door (Use Electrified Glaive to Open)
- 11 Light Fixture (Charge Glaive)
- 12 18 Howlers
- 13 3 Howlers
- 14 Ammo Box
- 15 Double Shot Upgrade
- 16 Elevator (Power Throw to Open)



Objective:

Open the first locked door.

Follow the utility tunnels in the only direction possible until you reach a room with a couple of dead Troopers and a shining, sparking door lock. To open this door, you must give the lock a jolt of electricity. To do so, you must electrify Tenno's Glaive.



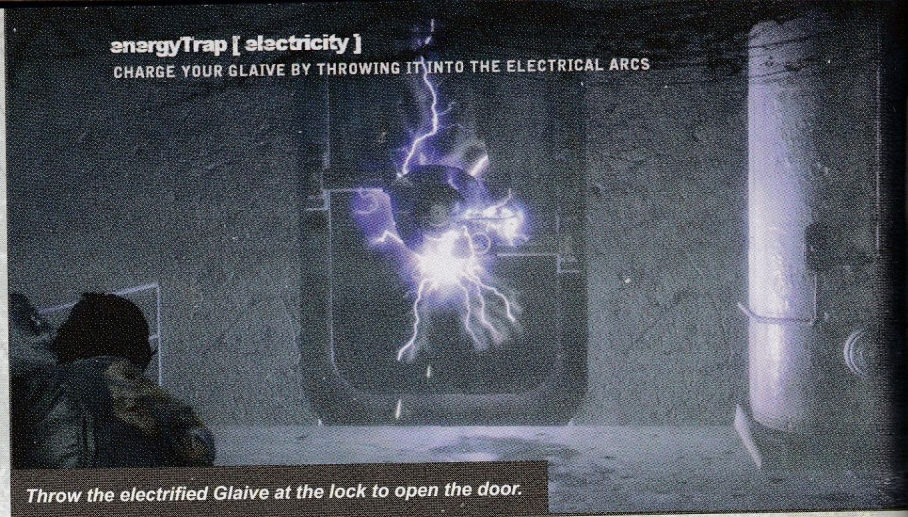
This door lock needs a jolt of electricity.

As you face the locked door, turn left to find a **FIRE POWER UPGRADE** hidden behind a generator. Recover it using the Glaive, then pick up some **RUBLES** near one of the dead soldiers. Follow the short hallway beyond the generator to find an electrical panel and an **AMMO BOX**. Throw the Glaive into the electrical panel to perform an Energy Trap and charge it up.



Use the electrical panel to charge up the Glaive.

The Glaive only holds the Energy Trap charge for about 10-15 seconds, so after it charges, run back to the locked door and throw the Glaive at it. When the electrified Glaive hits the door lock, the lock retracts and the door swings open.

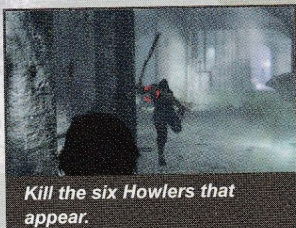


Throw the electrified Glaive at the lock to open the door.

Objective:

Open the second locked door.

Keep following the utility tunnels. Before long, you will hear the sound of chewing. Get ready for your first encounter with Technocyte-infected humans. Some Howlers are hanging around a dead soldier, feasting on his remains. Kill them both, as well as the other Howlers that rush forward to join them. Howlers have no ranged attacks, so

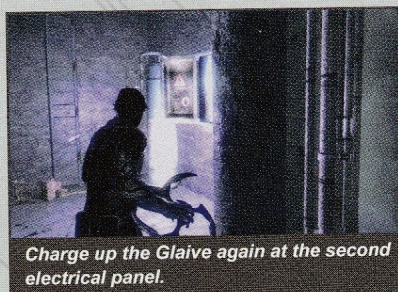


Kill the six Howlers that appear.

just throw (or Power Throw) the Glaive at them and shoot them before they get too close. One hit from the Glaive and one bullet will put each of them down.

Move carefully into the room and pick up the **RUBLES** on the desk. Descend the stairs in the middle of the room. More Howlers ambush Tenno from behind, so be ready to turn around and kill them. You may need to use melee attacks to dispose of them if they get too close.

There is another sparking electrical panel at the far end of the room; just throw the Glaive into it for an Energy Trap. An **AMMO BOX** sits near the electrical panel. Electrify the Glaive.



Charge up the Glaive again at the second electrical panel.

Objective:

Get to the elevator.

Climb down the ladder beyond the second locked door to proceed, and make sure you're ready for a fight. At the flooded floor, the lights go out and nearly 20 Howlers rise up from the water to attack.



Get ready for a frenetic fight against overwhelming numbers of Howlers.

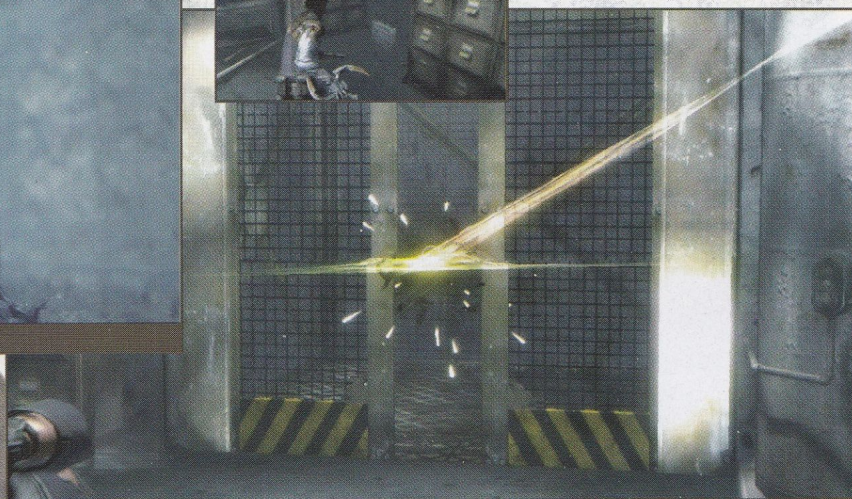
CHARGED UP

You can charge the Glaive with electricity by throwing it into a sparking light fixture on the ceiling, but you must do so before you descend the ladder and the power goes out.

Because the area is so open, and because Howlers stumble at unpredictable speeds, throwing the Glaive at them is not recommended. Instead, keep it in hand for melee attacks and use Tenno's pistol to shoot distant Howlers. Above all, keep moving and stay away from the middle of the room. If you keep your back to a wall, the Howlers can only attack from the front. Attack them mercilessly with Glaive melee attacks and never miss an opportunity to execute a finisher.



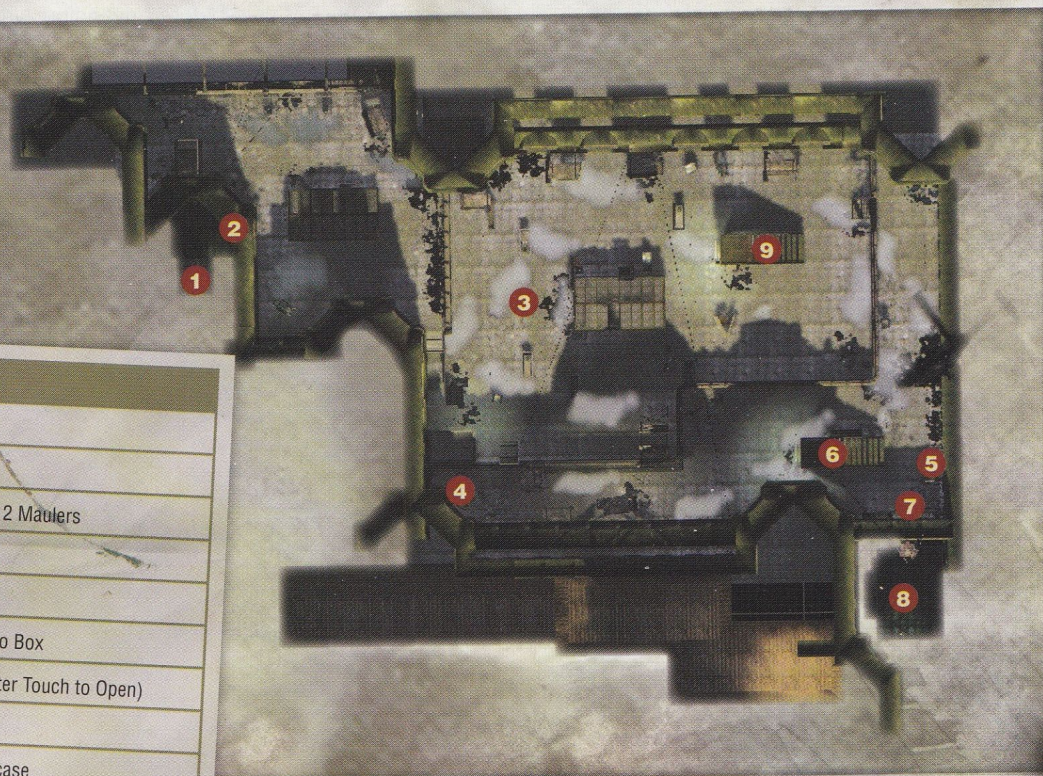
Finishers make short work of Howlers.



Part 3: The Rooftops

Map Key

- 1 Start
- 2 Ammo Box
- 3 10 Troopers, 2 Maulers
- 4 Ammo Box
- 5 Ammo Box
- 6 Rubles, Ammo Box
- 7 Gate Lock (After Touch to Open)
- 8 Yargo
- 9 Upgrade Briefcase



Objective: Clear the rooftops of enemies.





The elevator comes to a stop in a small room on the rooftops. Pick up the **AMMO BOX**, then walk toward the open doorway to trigger the spread of the Technocyte virus. As the organic metal creeps further up Tenno's arm, the After Touch ability becomes available. This ability enables Tenno to take control of the Glaive after throwing it.

afterTouch

AFTER THROWING THE GLAIVE...
PRESS AND HOLD **RB** WHILE IT IS IN FLIGHT
YOUR AIM NOW AFFECTS THE GLAIVE'S FLIGHT PATH

Tenno gets After Touch upon reaching the rooftops.

To use After Touch, press and hold the Glaive button again immediately after throwing the Glaive. The camera jumps to the Glaive's point-of-view and time seems to slow down. At this point, you have limited control over the Glaive and can steer it with the aiming analog stick, but keep in mind the following important restrictions:

-  The Glaive still has its usual limited range and, once it reaches its range limit, it returns to Tenno's hand and the After Touch ends.
-  If the Glaive hits any solid object other than an enemy, it returns to Tenno's hand, ending the After Touch.
-  The Glaive can't turn sharply; it can only curve gradually.
-  Tenno is vulnerable to enemy attacks while controlling the Glaive with After Touch.

After Touch comes in handy right away, as there are several Troopers (half of them Hazmat Troopers) and two Maulers on the rooftops. Go out onto the rooftops to lure them toward Tenno, then return to the elevator room. Throw the Glaive through the open doorway or window in the room, then use After Touch to kill the enemy soldiers without having to exit the room.



Use After Touch to kill enemies from the safety of the elevator room.

The After Touch ability is especially useful for killing Maulers, who carry impenetrable shields. Hit them from behind with an After Touched Glaive, or clip them anywhere that their shield doesn't cover. But whatever you do, don't let them get too close. One chop from their machetes will cause serious damage, while a second swipe will surely finish the job.

You can also use After Touch to scout the area before advancing. Use it to confirm that there are no enemies outside of the elevator room before leaving it. Investigate around corners, down stairs and anywhere else where an enemy may be lurking.



After Touch is also great for scouting blind areas.

Once all of the enemies are history, scour the rooftops for items of value. There are three **AMMO BOXES** and some **RUBLES** to acquire—consult the map for their locations.

Objective:

Meet up with Yargo.

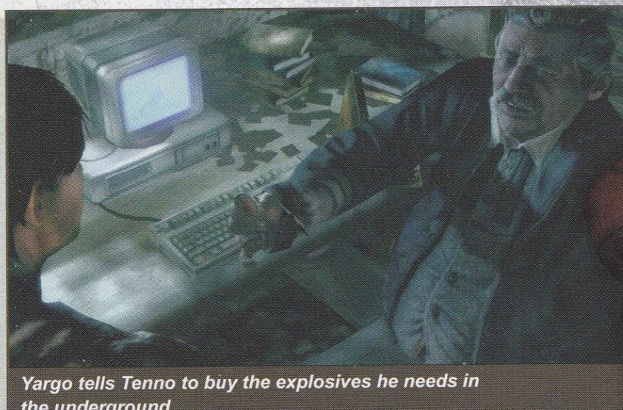
Yargo's observation post is in a corner of the upper part of the rooftops. To unlock the gate, throw the Glaive over the fence and use After Touch to steer it into the blinking red door lock.



Use After Touch to unlock the gate to Yargo's outpost.

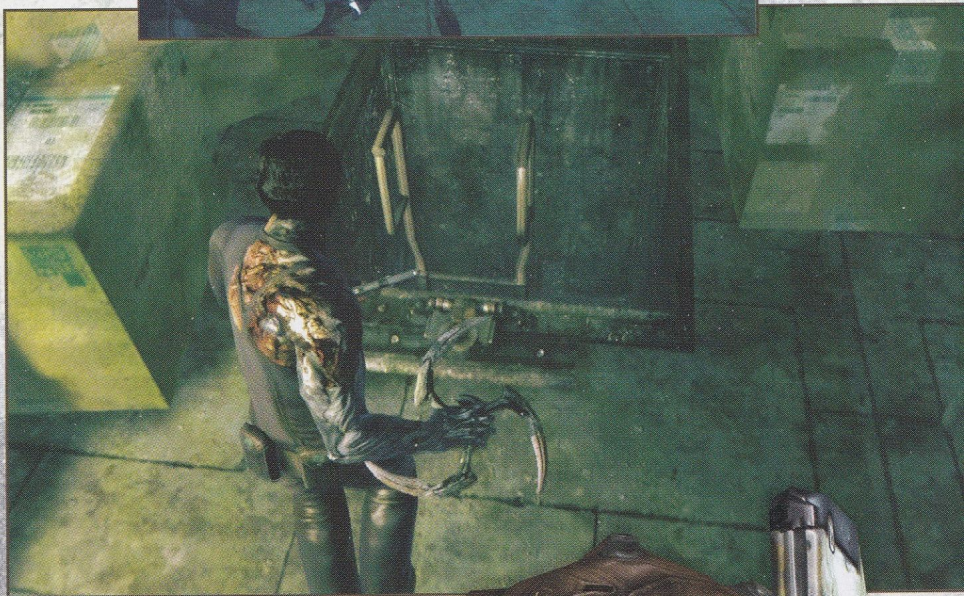
Go through the open gate and the door beyond it to enter Yargo's base of operations and trigger a cutscene. Yargo gives Tenno his updated orders from the AD, as well as a booster to slow the spread of the Technocyte infection, which Tenno refuses.

Yargo tells Tenno that the harbor explosion freed Mezner and the infected, and Mezner hopes to lure the infected into the open with a Soviet-era Ultra-Low Frequency transmitter and recapture them. The ULF transmitter is inside an old bunker in the Lasrian catacombs, which will be Tenno's next target. Yargo hands over a sat-phone for communication, as well as an old Soviet badge that will allow Tenno to buy whatever weapons and explosives he needs in the underground.



Yargo tells Tenno to buy the explosives he needs in the underground.

After the cinematic, Power Throw the Glaive at the locked **AMMO CASE** to open it and get the ammo inside. Destroy the lock on the nearby metal grate and open it to climb down into a utility tunnel. Open the metal doors at the end of it to complete the chapter.



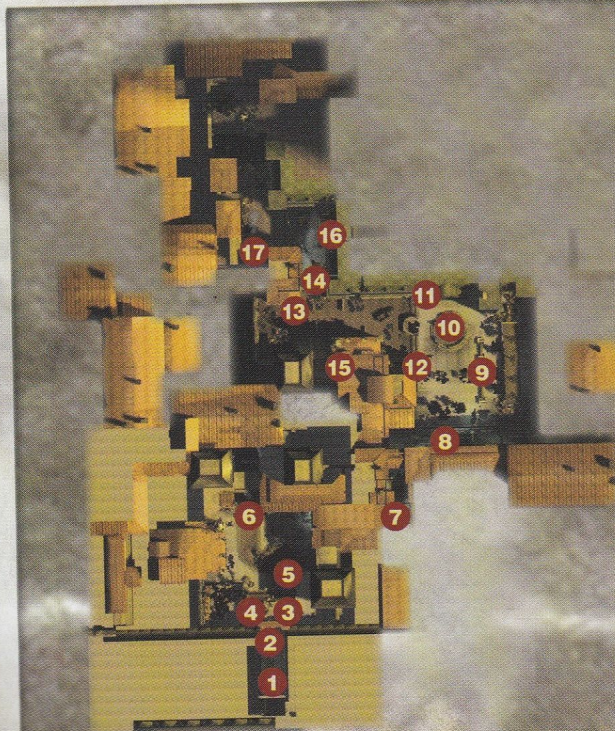
chapter 4

moths to a flame

After rendezvousing with Yargo on the Lasrian rooftops, Tenno is given his next mission: Destroy the ULF transmitter that is drawing the infected toward a church. If that transmitter is not destroyed, Mezner will be able to gather the infected and recapture them for his own nefarious purposes.



Part 1: Street Fighting



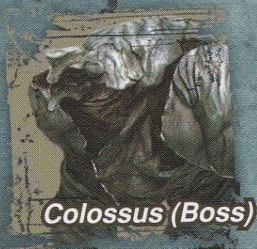
Map Key

- 1 Start
- 2 Chained Gate (Power Throw)
- 3 Ammo Box
- 4 Rubles
- 5 Rubles
- 6 Rubles
- 7 Black Market Entrance
- 8 Balcony (Leap Down)
- 9 Sparking Transformer (Electrify Glaive)
- 10 School Plaza (Hazmat Troopers, Mauler)
- 11 Trooper (Window Sniper)
- 12 Ammo Box
- 13 Machinegun Emplacement, Ammo Box
- 14 Hazmat Troopers, Mauler
- 15 Hazmat Troopers
- 16 School Entrance
- 17 Upgrade Briefcase

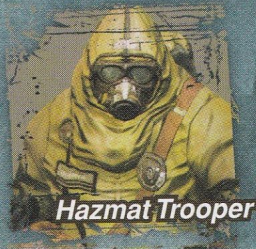
Chapter Checklist

- 1 Visit the Black Market for the first time (optional).
- 2 Enter the school.
- 3 Use the fire Glaive to activate the elevator and escape the school.
- 4 Destroy a Jackal tank.
- 5 Enter the mansion and confront a Stinger.
- 6 Block the advance of the infected by seizing and securing a bridge.
- 7 Turn on the gas in the graveyard to ignite the torches.
- 8 Turn on the gas in the mausoleum to ignite another torch.
- 9 Light a series of torches between the mausoleum and church.
- 10 Enter the church and defeat the Colossus boss.
- 11 Use Shield Power to open the door to the ULF transmitter.
- 12 Plant C4 charges on the ULF transmitter.
- 13 Escape from the church before the C4 charges detonate.

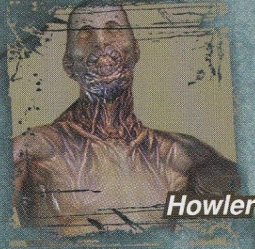
Enemy Units



Colossus (Boss)



Hazmat Trooper



Howler



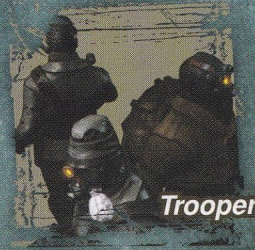
Jackal Tank



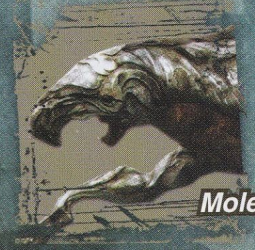
Mauler



Stinger



Trooper



Mole

Objective: Enter the Black Market (optional).

From the start point, move toward the chained gate. A huge chunk of rubble impacts the plaza beyond it, accompanied by the distinctive roar of the Colossus. Power Throw the Glaive into the chained gate to open it. Enter the gate and pick up an **AMMO BOX** on the ground near a dead soldier and some **RUBLES** from a nearby table.



Open the chained gate with a Power Throw.

RADIO CHATTER

Stand by the dead Trooper near the crater in the middle of the plaza and listen for a transmission over his radio. His fellow soldiers have "got the transmitter gear set up" and say that there has not been "any contact with our friend," who Mezner wants dead. The transmission ends with the following order: "Gas him, smoke him out, do not let him interfere with the collection."

Search the devastated plaza to find two more piles of **RUBLES** to spend in the Black Market. There is a sparking transformer on a telephone pole overhead that you can use to charge up the Glaive with electricity, but there is no reason to do so.

Exit the plaza via the only intact alleyway and look for a manhole that marks the first **BLACK MARKET ENTRANCE**. Stand on the manhole and follow the on-screen button prompt to enter the Black Market.



This manhole leads to the Black Market.

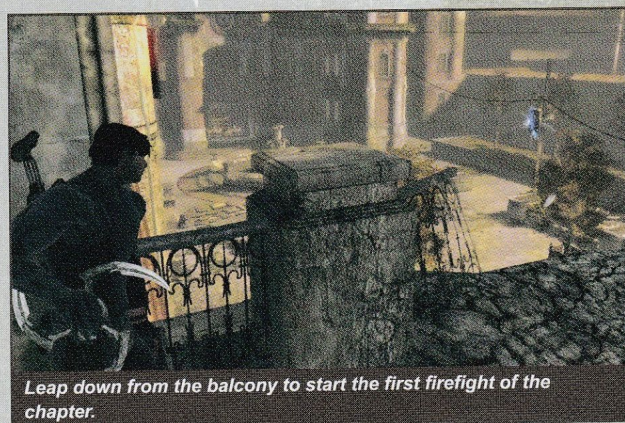
THE BLACK MARKET

In the Black Market, you can buy and sell weapons that have had their anti-Technocyte governors disabled, which means they won't lock up or burn out when Tenno uses them. You can also apply the upgrades that you've collected to the weapons that you own. For more information on the Black Market, refer to the "Weapons" section of this guide.

Objective: Enter the school.

After completing your transactions at the Black Market, continue along the alleyway and look for a balcony overlooking a large plaza outside of a school. Locate a gap in the balcony wall, then jump down through by approaching it and following the on-screen button prompt.

Once on the ground, a firefight breaks out between Tenno and a slew of Hazmat Troopers, so be prepared. Electrify the Glaive to temporarily increase its damage power by throwing it at the sparking transformer atop the nearby telephone pole before leaping down.

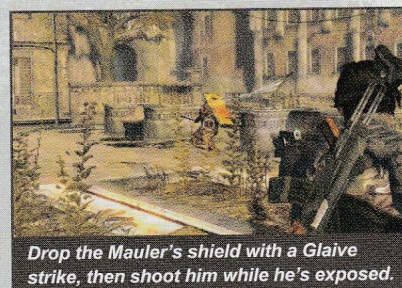


Leap down from the balcony to start the first firefight of the chapter.

Several Hazmat Troopers hastily take up positions behind sandbag barricades and the stone fountain in the middle of the plaza. Perform an electrified Glaive throw with After Touch to make short work of these unlucky souls. Frag Grenades are also effective against them. Whichever method you choose, get rid of them quickly because they can easily smoke Tenno out from cover with Enferon gas grenades and pin him down with machinegun fire.

There is a Trooper in a second-floor window who takes potshots at Tenno. Unless you advance deeper into the plaza, you can't hit him with Tenno's Glaive, so shoot him with a weapon that's accurate over long distances.

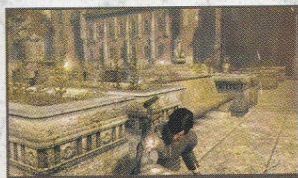
Don't be too quick to rush forward, though, because doing so triggers the appearance of a Mauler. Ideally, you should neutralize the Hazmat Troopers and the window sniper before fighting the Mauler. The best way to get rid of the Mauler is to hit his shield with the Glaive to make him drop the shield, then finish him off with the handgun.



Drop the Mauler's shield with a Glaive strike, then shoot him while he's exposed.

There's not much cover in the plaza. The wooden boards surrounding the small saplings provide the closest cover at the start of the fray, but they are quickly shot to pieces. Moving toward the stone benches between the saplings and the fountain will trigger the Mauler, so that's not ideal either. Instead, take cover behind the stone benches to

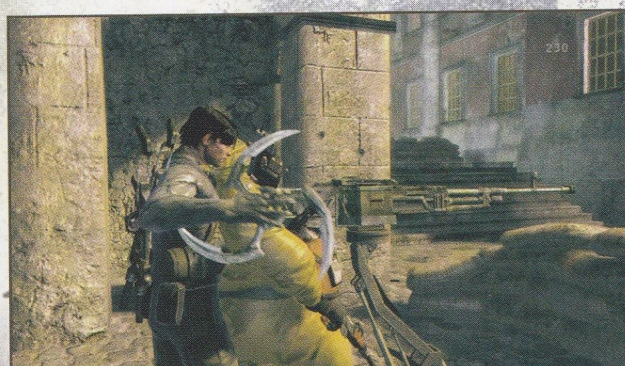
the right of the saplings (as you face the fountain). That way, you can keep your distance, avoid triggering the Mauler, and electrify the Glaive repeatedly using the nearby transformer.



The stone benches on the right side of the plaza provide the best cover.

The game autosaves once you clear this part of the plaza of enemies. If you haven't done so already, pick up the **AMMO BOX** in the plaza, then run further down the plaza, past the fountain.

There is a machinegun emplacement at the end of the plaza. Sprint directly toward it to reach it at about the same time as a Hazmat Trooper. Kill the Hazmat Trooper and use the emplacement by approaching it and following the on-screen button prompt. The machinegun has infinite ammunition and never needs to be reloaded, so unleash a hail of bullets on the advancing Hazmat Troopers. Look for muzzle flashes and telltale glimpses of orange and yellow hazmat suits to find the enemies.



Seize the machinegun emplacement at the far end of the courtyard to turn it against the enemy.

Sneak Attack

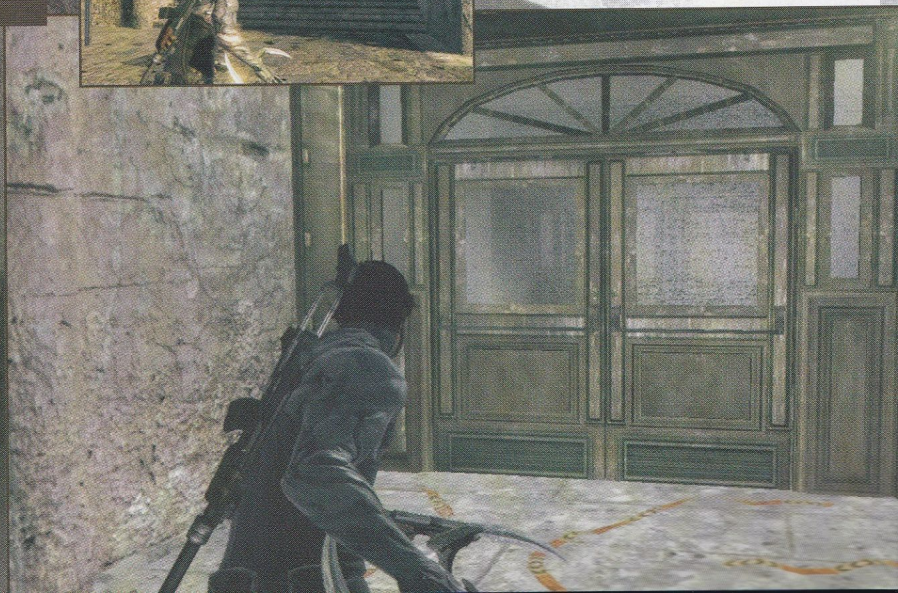
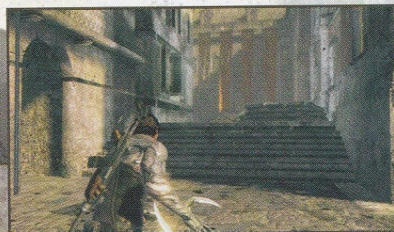
Don't let the thunderous sound of the emplacement's gunfire distract you from the heavy footsteps of a Mauler who tries to sneak up from the left. Fire in bursts, and when you hear the Mauler, back off from the emplacement and defeat him with a Glaive and pistol attack.

When there are no more enemies to shoot, cautiously creep out from behind the emplacement. There will likely be other Hazmat Troopers lurking up the stairs to the left or between the pillars to the right. Lure them out and kill them with the machinegun emplacement or Tenno's own personal arsenal. If you're running low on ammo, there's an **AMMO BOX** near the emplacement.

OUTGUNNED

If an enemy soldier seizes control of the machinegun emplacement, find some cover quickly! Use the same strategy that worked in a similar situation in the previous chapter: anticipate the one-second pause between extended bursts of gunfire, then counter-attack during these brief moments.

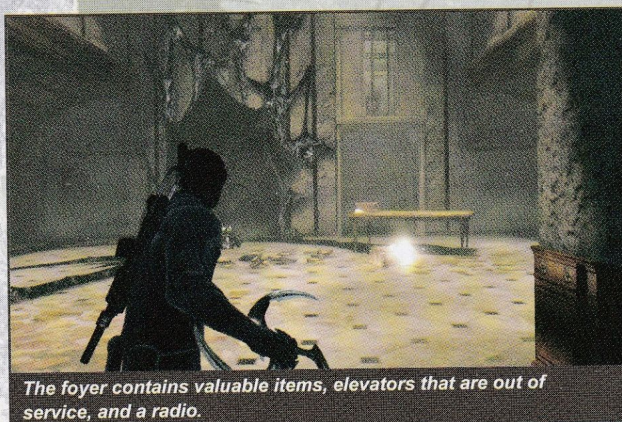
When the plaza is finally secure, go up the stairs near the machinegun emplacement to find the entrance to the school building. Enter the school.



Part 2: The School

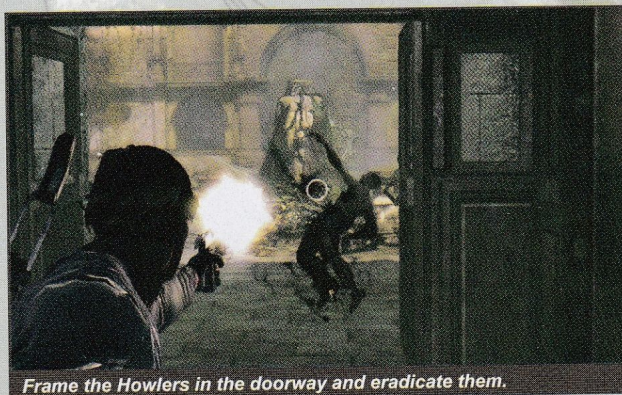
Objective: *Eradicate the Howlers on the first floor.*

Upon entering the school, collect an **AMMO BOX** and some **RUBLES** from the foyer. Near these valuable items is an elevator that has been immobilized by Technocyte webbing. Listen to the radio in the foyer to hear a battle between the Lasrian troops and what sounds like the Colossus.



The foyer contains valuable items, elevators that are out of service, and a radio.

Walk behind the elevator to see a pair of chained doors. Power Throw the Glaive into them to open them and enter a small courtyard in the middle of the school building. Three Howlers are hunched over a corpse. Attack them to draw their attention, then step back into the foyer. Stand just inside of the doorway and kill them as they rush forward.

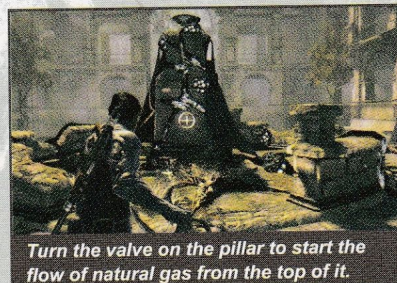


Frame the Howlers in the doorway and eradicate them.

Cautiously advance into the courtyard, but be prepared to retreat to the foyer when the class bell rings, as this signals the appearance of more Howlers in the courtyard. Once again, pick them off as they come through the doorway.

Objective: *Clear a path to the second floor.*

A doorway at the far end of the courtyard is covered in Technocyte webbing. A pillar in the center of the courtyard



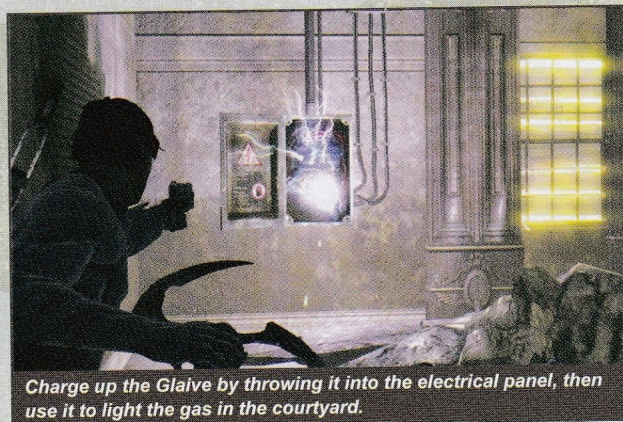
Turn the valve on the pillar to start the flow of natural gas from the top of it.

has a valve on the back side of it. Turn the valve and look up to see that there is now natural gas venting from the top of the pillar.

UPGRADE: RELOAD SPEED

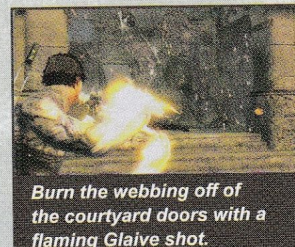
Look along the walkway that extends around the perimeter of the courtyard to find a **RELOAD SPEED UPGRADE** near some rubble.

There is only one door to use (other than the foyer door) and it leads to a classroom with an **AMMO BOX** and a sparking electrical panel. Throw the Glaive into the electrical panel to charge it, then throw it into the gas at the top of the pillar in the courtyard to ignite a plume of flame.



Charge up the Glaive by throwing it into the electrical panel, then use it to light the gas in the courtyard.

Now throw the Glaive into the flame to ignite the Glaive, then throw it into the Technocyte webbing in the courtyard. The webbing burns away, revealing a pair of double doors.



Burn the webbing off of the courtyard doors with a flaming Glaive shot.

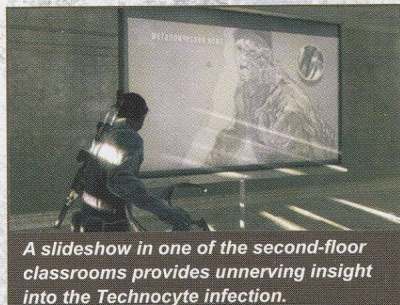
FLAME ON!

A flaming Glaive deals extra damage to all sorts of flesh-and-bone enemies, especially Howlers. If a Howler is hit with a flaming Glaive, it stops in its tracks as it burns, igniting any nearby Howlers. Keep your distance, though, because once a Howler is done burning, it explodes, damaging everything within a narrow radius.

Go through the doors to find a pair of winding staircases leading up, only one of which is still intact. Collect the **AMMO BOX** from the floor, then climb the stairs to reach the second floor of the school.

Objective: Ride the elevator to the third floor.

Proceed down the second floor hallway and defeat the Howler that crawls up from the hole in the floor. Enter the first classroom and pick up the **RUBLES** on the desk. Continue into the next classroom to find more **RUBLES**. An educational slideshow about the infected plays in a loop and the accompanying audio is truly chilling.



A slideshow in one of the second-floor classrooms provides unnerving insight into the Technocyte infection.

Proceed through the classroom and back out into the hallway. Power Throw the Glaive through the chained doors at the end of the hallway.

Just beyond the doors is another sheet of Technocyte webbing. Step back into the hallway and throw the Glaive

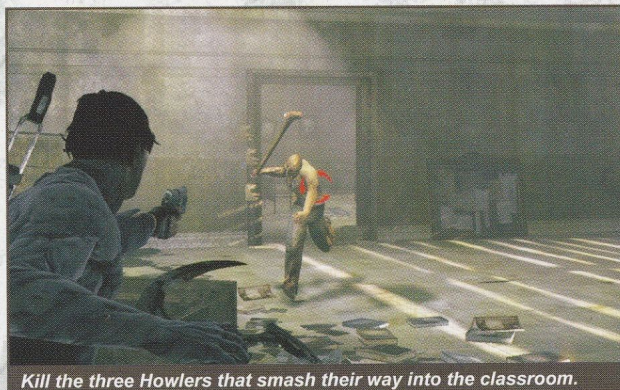
into the courtyard pillar's flame jet to ignite it, then throw the flaming Glaive into the webbing. You can now enter the elevator on the other side of the webbing.



Burn away another sheet of webbing to reveal the elevator to the third floor.

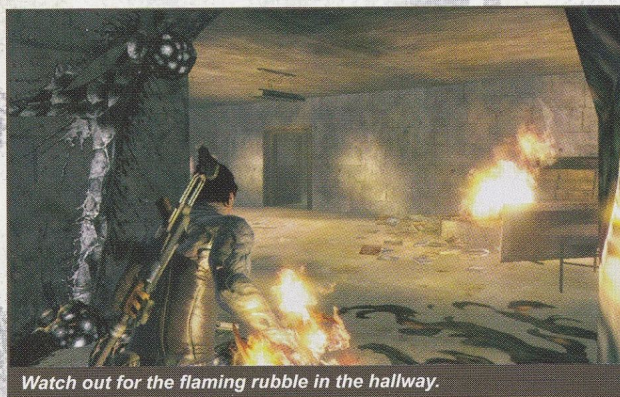
Objective: Escape the school.

Step into the elevator and ride it up to the third floor of the school. Go through the next set of doors and into the first classroom. You may want to ignite the Glaive in the courtyard first, because three Howlers break into the classroom through a boarded-up doorway.



Kill the three Howlers that smash their way into the classroom.

Collect the **AMMO BOX** in this classroom and continue on through the next one to return to the hallway. Use the courtyard flame to ignite the Glaive and burn through another Technocyte web. Continue along the hallway, but watch out for the flaming furniture. You can use the flames to ignite the Glaive, but it will also cause damage to Tenno if he touches it.

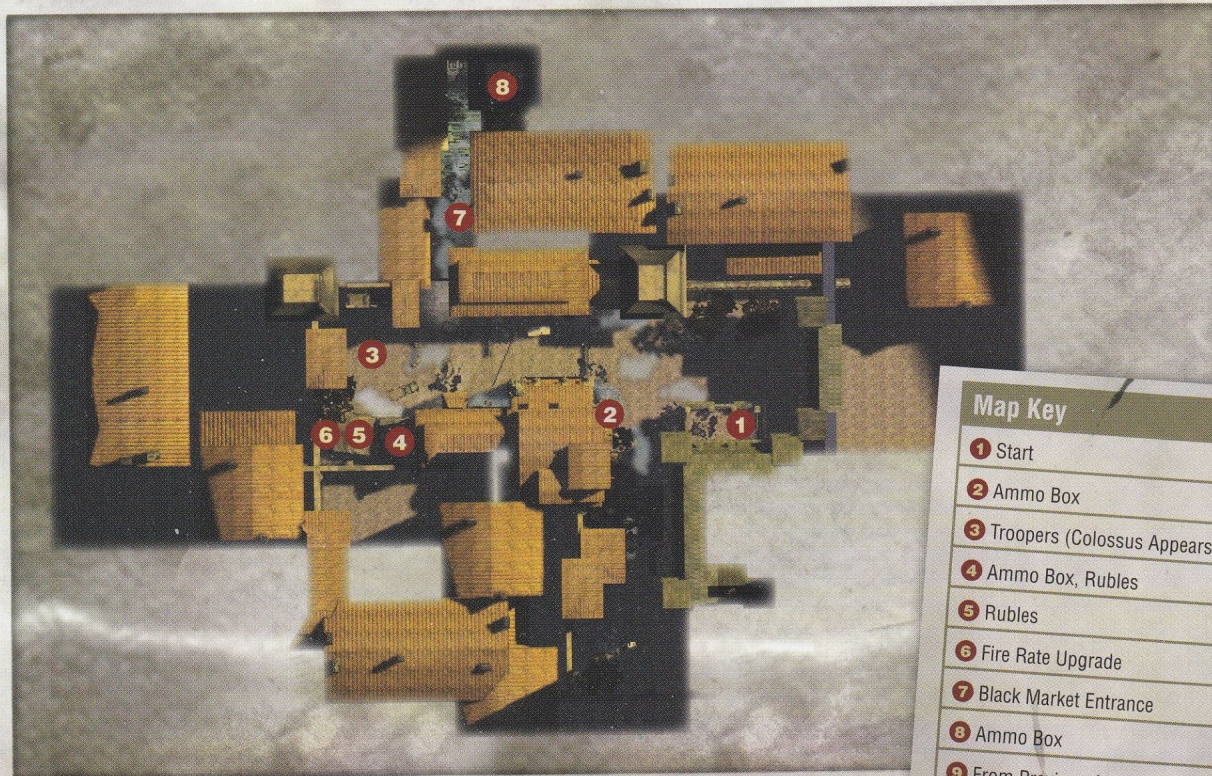


Watch out for the flaming rubble in the hallway.



Enter the next classroom and collect some **RUBLES** and an **AMMO BOX**. Approach the door at the far end of the classroom to automatically exit the school.

Part 3: Back to the Streets



Map Key

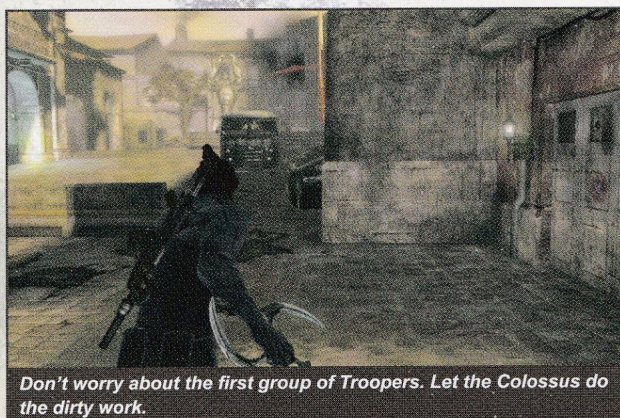
- 1 Start
- 2 Ammo Box
- 3 Troopers (Colossus Appears)
- 4 Ammo Box, Rubles
- 5 Rubles
- 6 Fire Rate Upgrade
- 7 Black Market Entrance
- 8 Ammo Box
- 9 From Previous Area
- 10 Machinegun Emplacement (Hazmat Trooper)
- 11 Troopers, Hazmat Troopers, Maulers
- 12 Ammo Box, Stopping Power Upgrade
- 13 Rubles, Locked Ammo Case
- 14 Rubles
- 15 2 Maulers
- 16 8 Troopers
- 17 Ammo Box
- 18 Black Market Entrance, Ammo Box
- 19 Rubles
- 20 Machinegun Emplacement, 3 Troopers
- 21 RPG, Ammo Box
- 22 Jackal Tank
- 23 Ammo Box
- 24 Locked Ammo Case
- 25 Ammo Box
- 26 Mansion Entrance (Burn Away Webbing)



Objective: Seize the machinegun emplacement.

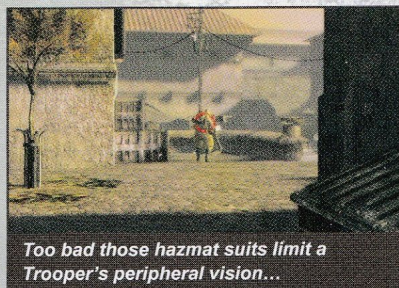
Tenno exits the school by stepping out onto a balcony and is immediately struck by some kind of shockwave. He radios Yargo to ask about it, and Yargo says that it was the ULF pulse from the transmitter that Mezner has activated. Not only will it draw the infected toward the transmitter, it will also lure creatures that Yargo only refers to as "the old ones."

Drop off the balcony through the gap and collect the **AMMO BOX** from the ground near the balcony. Upon entering the street, several Troopers start firing from open windows. Don't worry about counter-attacking; instead, get behind some solid cover and wait patiently. Eventually, the Colossus arrives on the scene and kills all of the soldiers before running off.



Don't worry about the first group of Troopers. Let the Colossus do the dirty work.

Examine the tents near where the Colossus just appeared to get an **AMMO BOX** and some **RUBLES** (two locations). Go behind the tents to find a **FIRE RATE UPGRADE**. Next, proceed down the street to find a flashing manhole indicating a **BLACK MARKET ENTRANCE**. Purchase and upgrade weapons if you so desire, then continue down the street, entering the doorway at the end.

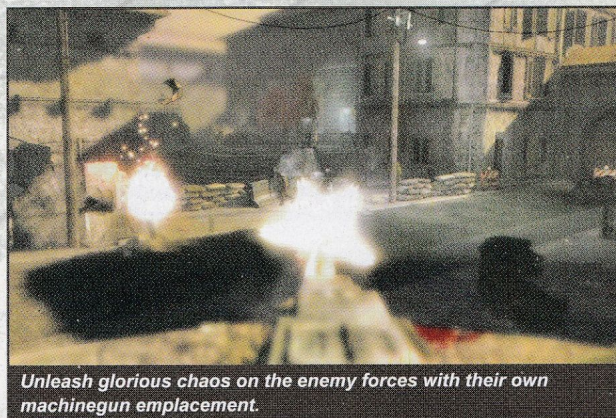


Too bad those hazmat suits limit a Trooper's peripheral vision...

Go down the stairs and use the Glaive to pick up the **AMMO BOX** on the other side of a gaping hole in the floor. Open the door at the bottom of the stairs.

This door leads back outside and puts Tenno directly behind an oblivious Hazmat Trooper manning a machinegun emplacement.

Kill the Hazmat Trooper with a Power Throw or other attack and seize control of the machinegun emplacement. Unleash a hail of lead at the Troopers and other foes straight ahead. Since there are so many enemies, just point the emplacement toward muzzle flashes and keep the trigger depressed until they're history.



Unleash glorious chaos on the enemy forces with their own machinegun emplacement.

GOING OUT WITH A BANG

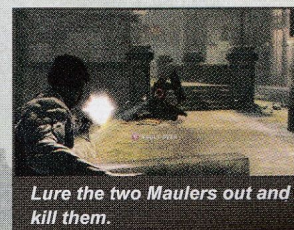
There are several explosive barrels nestled among the enemy encampment. A round or two from the machinegun emplacement is enough to set them on fire and detonate them, killing anyone foolish enough to be standing nearby.

There will probably still be a few enemies hiding amongst the sandbags, so don't stray too far from cover or from the machinegun emplacement. And don't worry about the advancing Maulers; the machinegun emplacement is powerful enough to knock their shields down and fill them with lead before they get anywhere near striking distance.

Objective: Destroy the Jackal Tank.

When the coast is clear, start sweeping the area for items. There's an **AMMO BOX** and a **STOPPING POWER UPGRADE** on the ledge with the machinegun emplacement, as well as some **RUBLES** and a locked **AMMO CASE** inside the nearby tent.

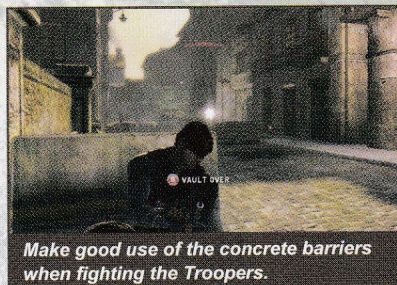
Continue down the street until the game autosaves. You have the choice of going straight or turning left. (There are also some **RUBLES** on the ground here.) Turn left and take cover behind the first concrete barrier. After a few seconds, two Maulers appear.



Lure the two Maulers out and kill them.

Advance carefully past the Maulers' corpses and take cover behind the next concrete barricade. There are several more Troopers behind sandbag barricades a little further down the street. They're not shy about hurling Frag Grenades either, so stay sharp.

And remember that a concrete barrier will absorb the explosion of a Frag Grenade.



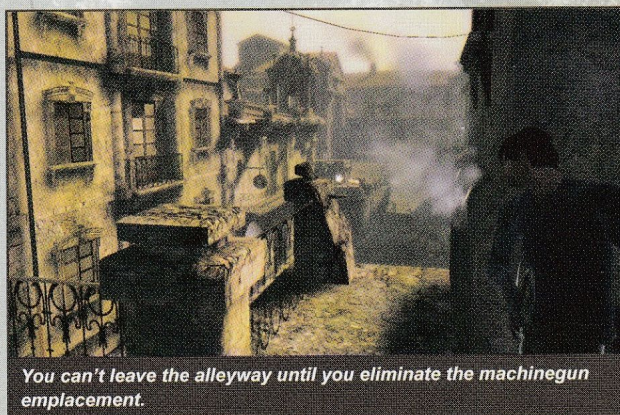
Make good use of the concrete barriers when fighting the Troopers.

THREE HEADS ARE BETTER THAN ONE

In their attempt to create a bottleneck in the street, these Troopers unwittingly get so close together that they're easy pickings for the After Touch. Guide the Glaive carefully and you can rack up multiple hits with each flash of the blade.

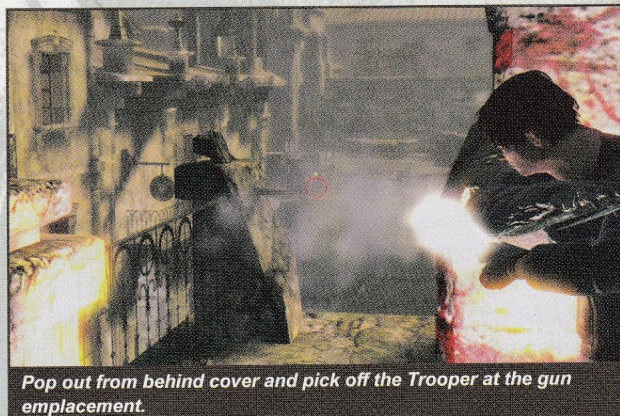
Pick up the **AMMO BOX** as you continue down the street, which comes to a dead end. A shining manhole cover indicates another **BLACK MARKET ENTRANCE** near an **AMMO BOX**. Visit the Black Market if there are any weapons you want to purchase or upgrade.

Backtrack slightly and look for a narrow alleyway leading off the street. Follow it to the end, picking up some **RUBLES** along the way, but don't walk out past it. There is a machinegun emplacement on the street beyond the alley and a Trooper has it aimed directly at the alleyway exit.



You can't leave the alleyway until you eliminate the machinegun emplacement.

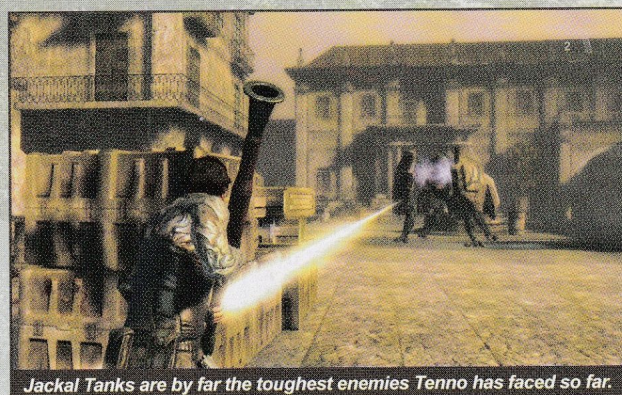
The distance between the end of the alleyway and the emplacement is slightly longer than the Glaive's range, so that's out of the equation. Instead, peek out from behind cover and pick off the Trooper using one of Tenno's firearms. (If the stone post of the balcony is in the line of fire, try backing slightly into the alleyway and peeking out again.)



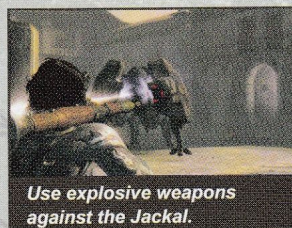
Pop out from behind cover and pick off the Trooper at the gun emplacement.

There are two more Troopers below at street level. If they're not already shooting, aim down at them and pick them off. If they are, keep the ledge on which Tenno is standing between him and them to block their gunfire, then use After Touch or a Frag Grenade to finish them off.

Advance up the street and get ready for a fight. While running up the stairs leading to the gun emplacement, a Jackal Tank starts firing. Jackals have two weapons: a heavy machine gun that inflicts lethal damage and an explosive cannon that will cause instant death with a single direct hit.



Jackal Tanks are by far the toughest enemies Tenno has faced so far.



Use explosive weapons against the Jackal.

Sprint for the metal crates directly ahead and use them for cover against the metal monstrosity. Pick up the **RPG** leaning against the crates, as well as the **RPG ROUNDS** near it. Only explosives like the RPG or

Frag Grenades can damage the Jackal.

LOCK AND LOAD

There are several RPG rounds scattered around the area, but don't break cover to get them. Instead, use Steal to pick them up using the Glaive. You should only make a break for it when there are no more ammo pickups within range.

You must hit the Jackal with multiple RPG rounds or Frag Grenades, but be careful. You can survive a few shots from the Jackal's gun, but even a near-miss from its cannon will kill Tenno. Pop out quickly from behind cover, fire the RPG, and duck back behind cover.

Caution: Flammable

Pay attention to the explosive barrels and tanks lining the area. If the Jackal is close to one, shoot it to detonate it and damage this armored foe.

Objective:

Destroy the Jackal Tank.

Search the area for items. There are two **AMMO BOXES** and a **LOCKED AMMO CASE** to find. Use the flaming wreckage of the Jackal to ignite the Glaive, then throw the Glaive at the nearby Technocyte webbing. The webbing burns away to reveal the entrance to a mansion.



Part 4: The Mansion

Objective:

Find a source of fire.

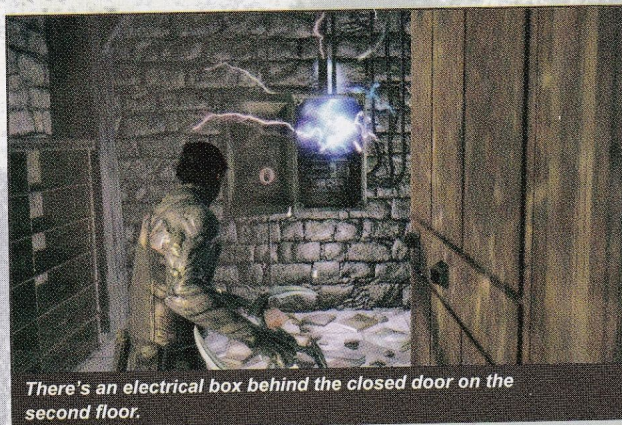
Investigate the entrance foyer of the mansion to find some **RUBLES** and an **AMMO BOX** on the floor of the room just off the foyer. There's also a gas leak in this room, but you can't do anything with it yet. Instead, climb the spiraling stairs in the foyer to reach the mansion's second floor.



You can't do anything with this gas leak from the first floor.

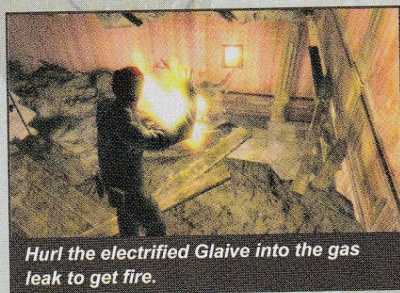
There's one open doorway on the second floor that leads into the room directly above the first floor gas leak. You can see down into the first floor room, thanks to an enormous hole in the floor. There are also some **RUBLES** in this room.

On the opposite side of the second floor is a small room with a closed door. Open the door to find a sparking electrical box. Don't stand too close to it, or Tenno will suffer damage.



There's an electrical box behind the closed door on the second floor.

Stand outside of the room with the electrical box and throw the Glaive into it to charge it up. Quickly run into the room that overlooks the gas leak and throw the electrified Glaive into the gas to ignite it and complete your quest for fire.

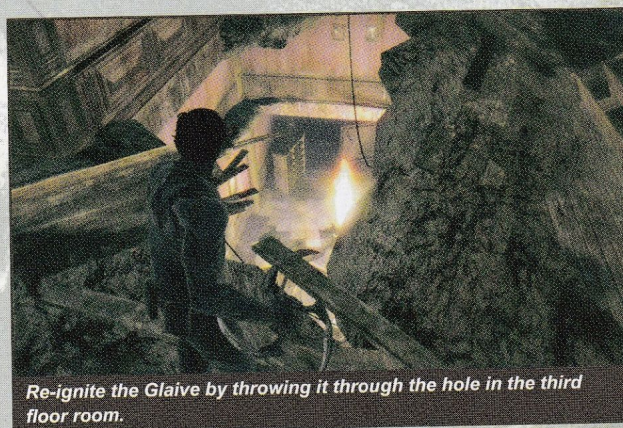


Hurl the electrified Glaive into the gas leak to get fire.

Objective: *Investigate the sounds in the mansion's attic.*

With Tenno's Glaive ignited, throw it into the Technocyte webbing blocking the second floor hallway. Climb the stairs beyond it to reach the mansion's third floor. Pick up the **AMMO BOX** near the top of the stairs, as well as a second **AMMO BOX** in the first room. In the process of doing this, Tenno hears inhuman growls coming from the attic above.

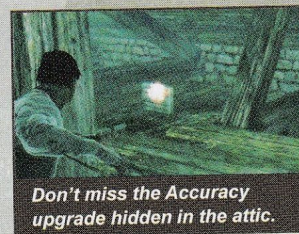
Aim down through a hole in the floor to see the first floor's flame jet. Throw the Glaive down through the floor to ignite it, then step out into the hallway. Use the flaming Glaive to burn the webbing out of the hallway, revealing the stairs to the attic.



Re-ignite the Glaive by throwing it through the hole in the third floor room.

Climb the stairs to the attic, which goes eerily quiet as Tenno approaches.

Several soldiers' corpses indicate that something bad happened up here recently. Cautiously examine the attic to find an **ACCURACY UPGRADE** behind some planks near the stairs.



Don't miss the Accuracy upgrade hidden in the attic.

MISSED OPPORTUNITY

If you don't pick up the Accuracy upgrade before proceeding further into the attic, then you will lose your chance to get it once the next cinematic plays.

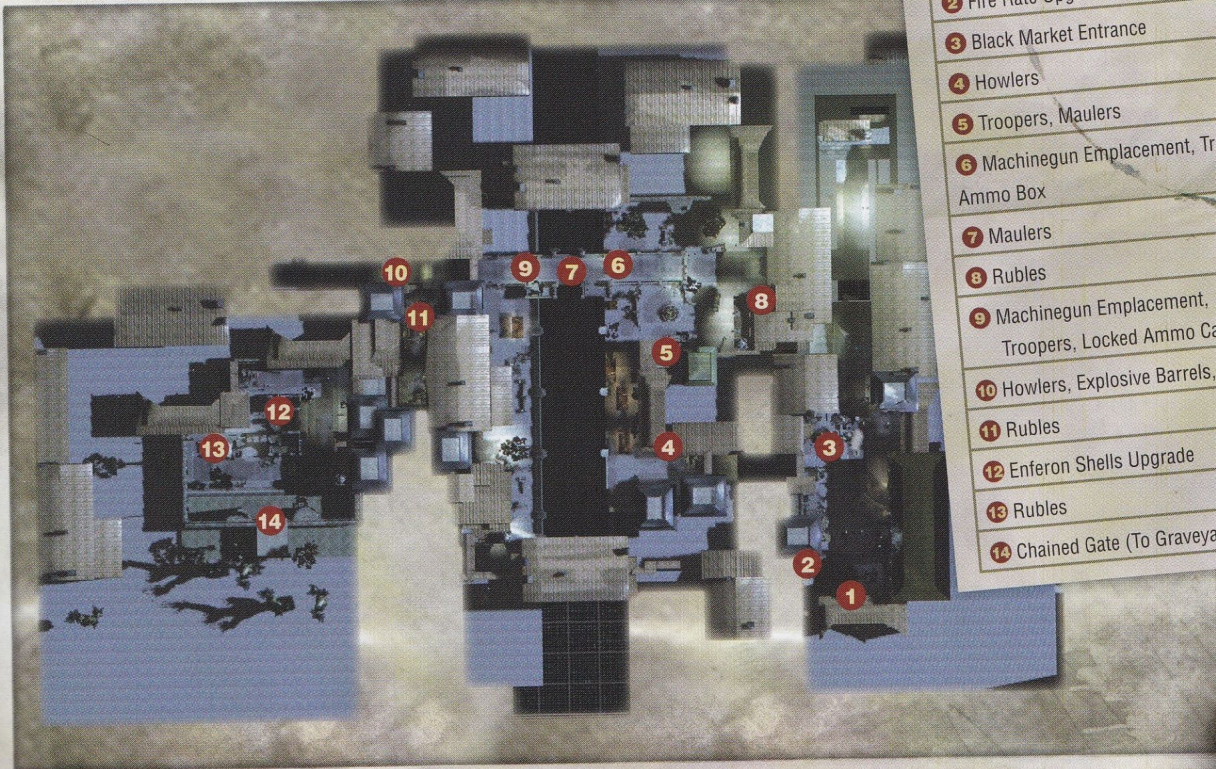
Advance further into the attic to trigger a cinematic. A new Technocyte-infected creature called a Stinger leaps out of the shadows and gets the drop on Tenno, flipping him out through a hole in the attic wall. Tenno plunges to the street below and blacks out.



Part 5: The Bridge

Map Key

- 1 Start
- 2 Fire Rate Upgrade
- 3 Black Market Entrance
- 4 Howlers
- 5 Troopers, Maulers
- 6 Machinegun Emplacement, Trooper, Ammo Box
- 7 Maulers
- 8 Rubles
- 9 Machinegun Emplacement, Troopers, Locked Ammo Case
- 10 Howlers, Explosive Barrels, Gas Leak
- 11 Rubles
- 12 Enferon Shells Upgrade
- 13 Rubles
- 14 Chained Gate (To Graveyard)



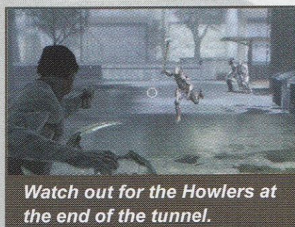
Objective:

Clear a path to the bridge.

When Tenno comes to, twilight has fallen over Lasria. Look around near the starting position to find a **FIRE RATE UPGRADE**. Just beyond it is a **BLACK MARKET ENTRANCE** where you can apply the upgrade to a weapon.

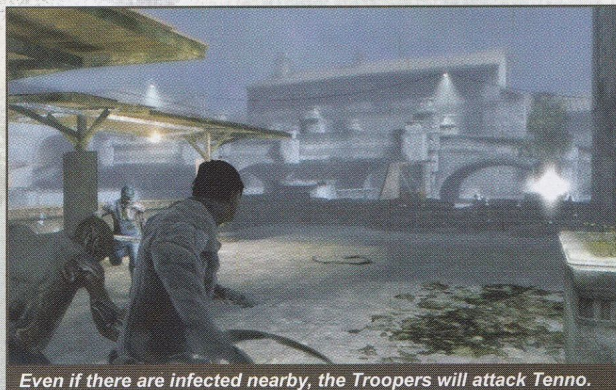
A crater in the road prevents passage, so backtrack slightly and take the wide tunnel downhill. Use

caution near the end of it, because several Howlers will emerge just after Tenno is hit with another shockwave from the ULF generator.



Watch out for the Howlers at the end of the tunnel.

Kill the Howlers without moving around the next corner, because a squad of Troopers and Maulers are stationed nearby. They're trying to hold one end of a bridge, and while their goal is to prevent the infected from overrunning it, they'll fire at anything without hesitation.



Even if there are infected nearby, the Troopers will attack Tenno.

After the Howlers have been killed, use the corner of the building for cover and pop out to shoot at the human enemies. Watch out for the Mauler that charges toward Tenno; lure him back into the tunnel and kill him there to avoid taking fire.

When all of the Troopers manning the line of sandbags have been killed, run up and vault over them. Watch out for additional Troopers on and below the bridge. Use the stone benches and fountain as cover while eliminating the remaining enemies on this side of the bridge.



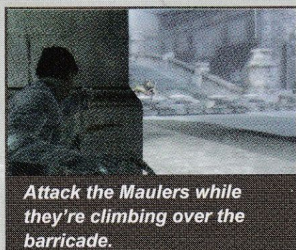
The stone fountain makes for excellent cover.

BARRELS OF FUN

There are a few explosive barrels near the foot of the bridge. Don't hesitate to detonate them if any Troopers are standing nearby.

Objective:
Halt the advance of the infected.

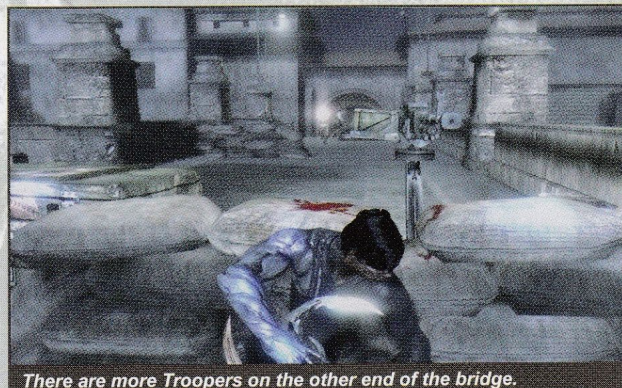
Use caution while approaching the foot of the bridge, because there's a machinegun emplacement on it that a Trooper will use if you get too close.



Attack the Maulers while they're climbing over the barricade.

Two Maulers also advance when the emplacement starts firing. The best way to kill the Maulers is to wait until they climb over the sandbag barricade at the foot of the bridge, because they have to lower their shields to do so.

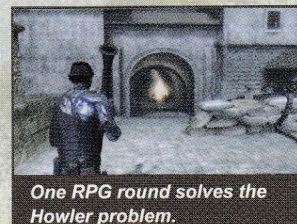
Once your side of the bridge is secure, collect the **RUBLES** on the ground near one of the trucks and vault over the sandbag barricade to step onto the bridge. Run up to the sandbags in front of the machinegun emplacement and use them for cover against the Troopers at the other end of the bridge.



There are more Troopers on the other end of the bridge.

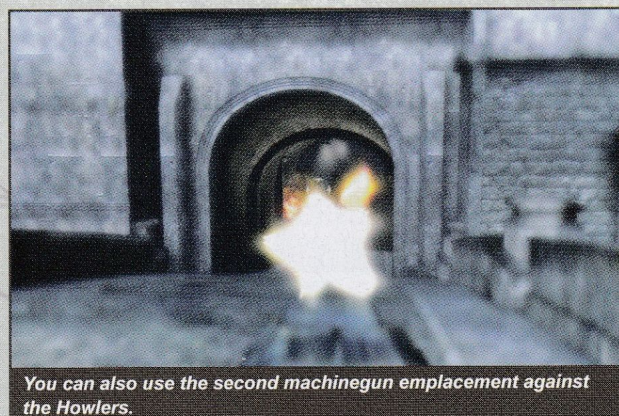
Kill the Troopers quickly, because an infinite number of Howlers emerge from the alleyway beyond them. Unfortunately, you can't turn the machinegun emplacement on them, because it's facing the wrong direction, but you should be able to make short work of them with Tenno's Glaive and firearms.

Eliminating the Troopers solves one problem, but you still must stop the flood of the infected. The best way to do so is to run forward and grab the **RPG** leaning against the right side of the bridge. Fire it into the alleyway, where the explosion will kill any infected in it and light a gas leak to create a flame jet that prevents any more from getting through.



One RPG round solves the Howler problem.

Another way to stem the tide of infected is to use the second machinegun emplacement at the other end of the bridge, which is pointed directly at the alley. Make like a WWII tailgunner and fire a stream of hot lead into the Howlers and explosive barrels to ignite the gas leak and seal off the area.



You can also use the second machinegun emplacement against the Howlers.

Objective:

Open the cemetery gates.

With all of the Troopers dead and the Howlers blocked off, take a moment to enjoy the sanctuary of the bridge. There are two **AMMO BOXES** and a locked **AMMO CASE** on it that you can use to resupply.

Enter the alley at the other end of the bridge and turn left just before the flame jet. Pick up some **RUBLES** as you continue through the alley, which ends in a ruined plaza. Tenno is getting closer to the ULF generator, because the pulses are coming more quickly.

Collect the **ENFERON SHELLS UPGRADE** from the shattered building in the middle of the plaza and the **RUBLES** near the blue van. The Enferon Shells upgrade is particularly useful, because every enemy you face from now until the end of the chapter is Technocyte infected. Having Enferon Shells in your weapon significantly increases the damage that you inflict.

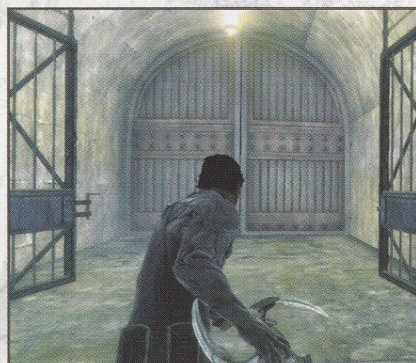


Don't miss the valuable Enferon Shells upgrade in the middle of the plaza.

BACK TO THE BLACK MARKET

If you have any open upgrade slots on your weapons, or if you have enough Rubles to purchase a new weapon, it's definitely worth backtracking to the last Black Market entrance and upgrading a weapon with the Enferon Shells. The damage boost from them against infected (including the upcoming Colossus boss) is considerable.

Power Throw the Glaive through the chained gates in the plaza, and go through them to enter the church graveyard.



Part 6: The Graveyard

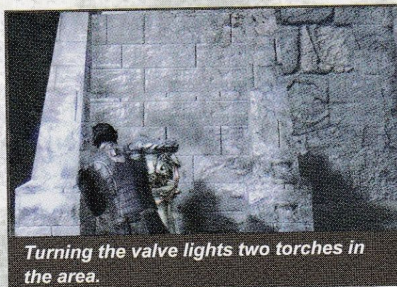


Map Key

- 1 Start
- 2 Ammo Box
- 3 Gas Valve (Turn to Light Torches)
- 4 2 Torches (Light Via Valve)
- 5 Graveyard Tunnel Entrance (Burn Webbing)
- 6 20 Howlers
- 7 Rubles, Ammo Box
- 8 2 Moles
- 9 Torch (Light Via Valve), Rubles, Howlers
- 10 Valve (Turn to Light Torch), Howlers, Reload Speed Upgrade
- 11 Torch (Light with Glaive)
- 12 Torch (Light with Glaive)
- 13 Webbing (Burn with Glaive)
- 14 2 Moles
- 15 Torch (Light with Glaive)
- 16 Webbing (Burn with Glaive)
- 17 Jackal Tank (Destroyed By Colossus)
- 18 2 Troopers
- 19 Puncture Upgrade
- 20 Black Market Entrance
- 21 Ammo Box
- 22 Church Entrance (Burn Webbing)

Objective: Enter the graveyard.

The entrance to the graveyard is sealed with Technocyte webbing. Collect the **AMMO BOX** near the start point, then approach the valve in the corner of the area. Follow the on-screen button prompt to turn it, which ignites two nearby torches.

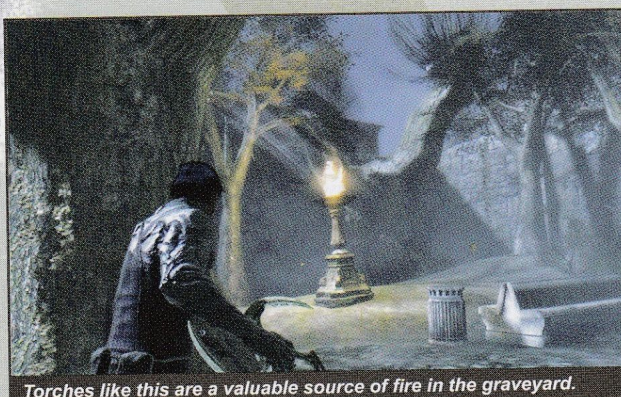


Turning the valve lights two torches in the area.

FIRED UP

Take a good look at the torches. There are several more like them in the graveyard, and your progress depends on finding and recognizing them.

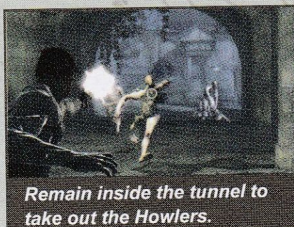
Light the Glaive off one of the torches and hurl it into the Technocyte webbing. The webbing burns away and reveals the entrance to a tunnel. Follow the tunnel to the end to enter the graveyard.



Torches like this are a valuable source of fire in the graveyard.

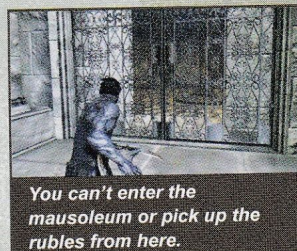
Objective: Enter the mausoleum.

Stand inside the tunnel while approaching the graveyard, because 20 Howlers rise up from the graveyard in groups of four and attack Tenno. Forcing them to run into the tunnel keeps them grouped in front of you, making them easier targets.



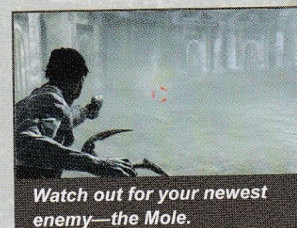
Remain inside the tunnel to take out the Howlers.

Proceed further into the graveyard after killing the first wave of Howlers to find some **RUBLES** and an **AMMO BOX** near an unlit torch. The mausoleum is at the far end of this area, but the gate is barred, preventing Tenno from entering it or picking up the case of Rubles inside of it.



You can't enter the mausoleum or pick up the rubles from here.

Descend the stairs leading down to a curving pathway and be on your guard. A new enemy—a Mole—digs its way out of the ground. Moles are four-legged infected creatures that used to be dogs or similar creatures prior to their Technocyte exposure. They move faster and are tougher than Howlers, but they have the same vulnerability to Enferon and fire.



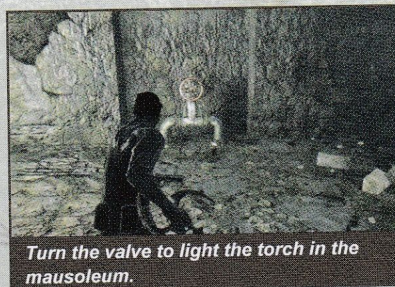
Watch out for your newest enemy—the Mole.

Climb the stairs beyond the moles to reach an open entrance to the mausoleum. An unlit torch stands outside of the entrance. Enter the mausoleum and pick up the **RUBLES**.

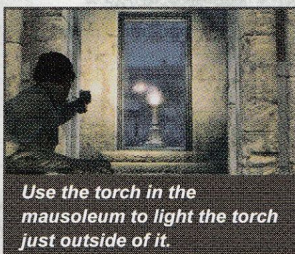
Objective: Clear a path to the church.

While approaching the torch in the center of the mausoleum, Howlers will attack from the other end of it while more of them march in from the door you just came through. Kill them and then run into the room opposite the mausoleum entrance.

Turn the valve in here to light the torch in the center of the mausoleum and use its purifying flames to eliminate another wave of Howlers. Don't forget to pick up a **RELOAD SPEED UPGRADE** near the valve when the coast is clear.



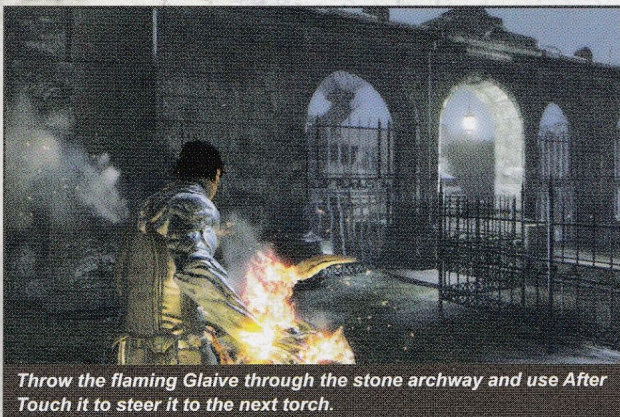
Turn the valve to light the torch in the mausoleum.



Use the torch in the mausoleum to light the torch just outside of it.

The next torch that you must light is one that you've already passed. It stands near the locked mausoleum gate that you saw earlier. If you try to reach it by running along the curved path, the Glaive will extinguish before you get there.

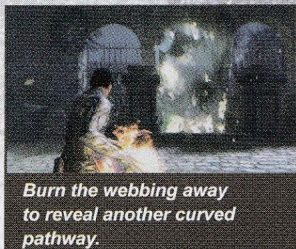
Instead, light the Glaive off the torch outside of the mausoleum and turn to face the mausoleum. Aim the Glaive at the gap between the top of the iron fence and the stone archway next to the mausoleum. Use After Touch to steer the Glaive to the top of the next torch and light it.



Throw the flaming Glaive through the stone archway and use After Touch it to steer it to the next torch.

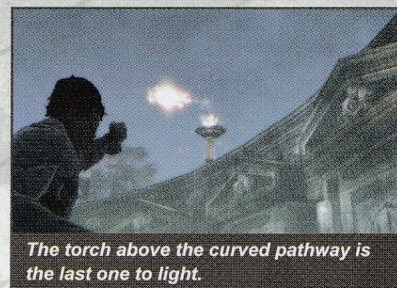
Backtrack to the torch that you just lit, and be ready to slaughter another wave of Howlers. A flaming Glaive makes short work of them, transforming them into explosive weapons that destroy any nearby Howlers when they explode.

After clearing all of the Howlers from the area around the torch, use the torch to light the Glaive and burn the nearby Technocyte webbing. This lets you descend another set of stairs to another curved pathway.



Burn the webbing away to reveal another curved pathway.

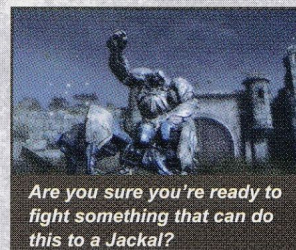
There are two Moles along this pathway as well. Use the flaming Glaive on them to dispose of them quickly. Next, light the Glaive using the last torch and sprint about one-third of the way down the curved pathway. Look up and to the left to see another torch above. Throw the flaming Glaive above the torch to light it.



The torch above the curved pathway is the last one to light.

Run another one-third of the way down the curved pathway, turn around, and throw the Glaive at the torch you just lit. Now run to the end of the curved pathway and hurl the flaming Glaive at the webbing at the end of it to burn it away.

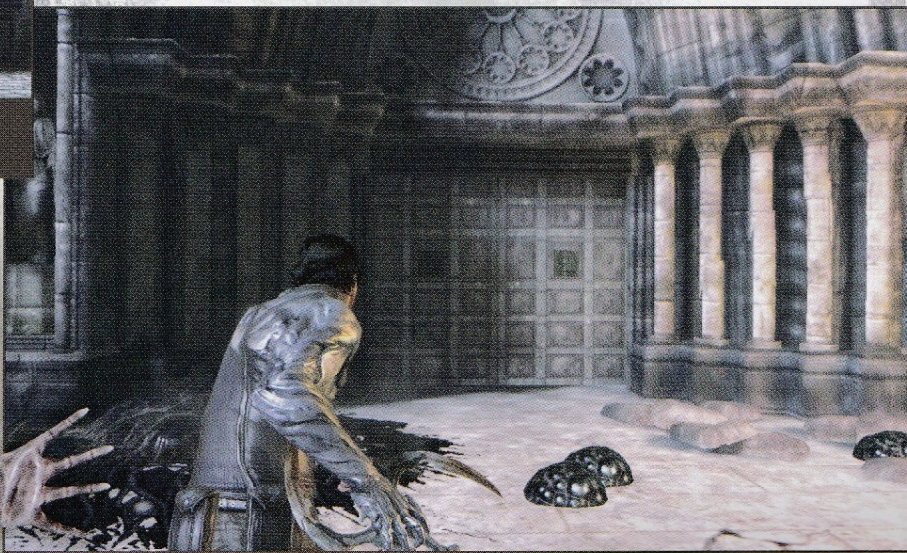
Continue moving forward in the only direction possible to trigger a cinematic. A Jackal Tank patrols the entrance to the church. Suddenly, the Colossus leaps down on it from above and pounds it flat with just four punches. The Colossus leaps up to the church roof as Troopers fire ineffectual bullets at it from the ground.



Are you sure you're ready to fight something that can do this to a Jackal?

Proceed into the area and take out the two unlucky Troopers in the far corner. Search the area to find a **PUNCTURE UPGRADE**, an **AMMO BOX**, and a **BLACK MARKET ENTRANCE**. If you have not already done so, upgrade at least one weapon with the Enferon Shells upgrade.

There are multiple sources of fire in the area outside the church. Use any of them to light the Glaive and burn away the webbing covering the church entrance. When you're ready to face the Colossus, enter the church.



Part 7: boss battle

Colossus



Map Key

- 1 Start
- 2 Ammo Box
- 3 Locked Ammo Case (Power Throw)
- 4 Flaming Torch
- 5 Altar, ULF Transmitter, Locked Ammo Case
- 6 Ammo Box
- 7 2 Ammo Boxes
- 8 Rubles (2x)
- 9 Catacombs Entrance (Floor Grate)

The boss fight doesn't begin until you enter the nave of the church, so pick up the AMMO BOX and open the locked AMMO CASE in the entry foyer. Ascend the stairs and enter the nave to begin the battle.

The Colossus leaps into the church through the roof, drawn by the ULF transmitter hanging above the altar. When the cinematic ends, the Colossus scales one of the four large pillars in the nave. While this is occurring, sprint down the center aisle and don't stop until Tenno is past the flames spreading from the overturned torch near the altar.



No turning back now!

The Colossus only uses one attack in this part of the fight, and that's to rip chunks of masonry from the ceiling of the church and hurl them down at Tenno. After doing so, it leaps to another pillar and repeats the attack. Fortunately, it telegraphs each throw, and the pieces of rubble are not difficult to dodge.



Dodge the rubble hurled by the Colossus as it leaps from pillar to pillar.

A Crushing Disappointment

A direct hit from the rubble will kill Tenno instantly, while a near miss will wound him severely. Dodge the rubble as soon as the Colossus releases it to avoid taking damage.

To damage the Colossus, light the Glaive by throwing it through the overturned torch's flames. Next, hurl the Glaive up at the Colossus.



Burn the Colossus with the flaming Glaive.

The best time to do this is right after it leaps to a new pillar. After Touch is especially helpful here.



Follow the button prompts to damage the Colossus.

Hitting the Colossus with the flaming Glaive causes its hard metallic shell to temporarily burn off and sends it crashing to the ground. Sprint up to it while it's

vulnerable and follow two on-screen button prompts to damage the beast.

After causing damage to the Colossus, it swipes at Tenno and leaps back up to the ceiling to repeat its masonry-throwing attack cycle. You must damage it three times to proceed to the next part of the battle.

No Shelter

Don't try to hide underneath the thinner pillars of the stone archways that line the sides of the nave. The Colossus will smash them and send them tumbling down on top of Tenno!

After hitting the Colossus three times, it stays on the ground and uses an attack style similar to the one from earlier in the game. It rips up debris from the floor and hurls it at Tenno three times, then it charges, smashing through almost everything in its path.



When its pillar attack fails, the Colossus returns to its old tricks.

When the Colossus is on the ground, you must burn its armor off with a flaming Glaive shot and hit it with everything you've got while it's vulnerable. Firearms are preferred,



Burn the Colossus's armor off, then shoot it or hit it with the Glaive.

especially if they're upgraded with Enferon Shells, but hits from the flaming Glaive and Frag Grenades can also inflict some serious damage.

HOLLOWED POINT BE THY NAME

There are several ammo boxes and a locked ammo case in the nave if you need additional ammunition. Obviously, it's not ideal to replenish Tenno's ammo stores in the middle of a boss fight, but don't forget about them after the battle.

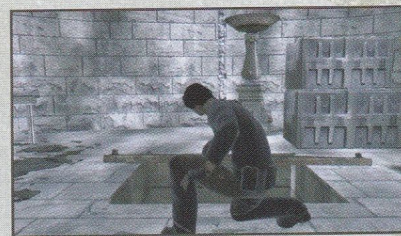
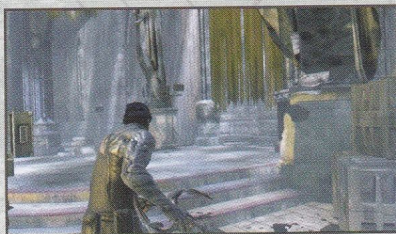
The Colossus is incredibly tough, and it might take a while to finish it off. Here's a trick that will make it go faster, though: When the Colossus charges, lure it into running into the flames of the overturned torch. If you can get it stuck in the pillars near the flames, it will continuously light itself on fire, effectively getting rid of its armor for the entire fight.



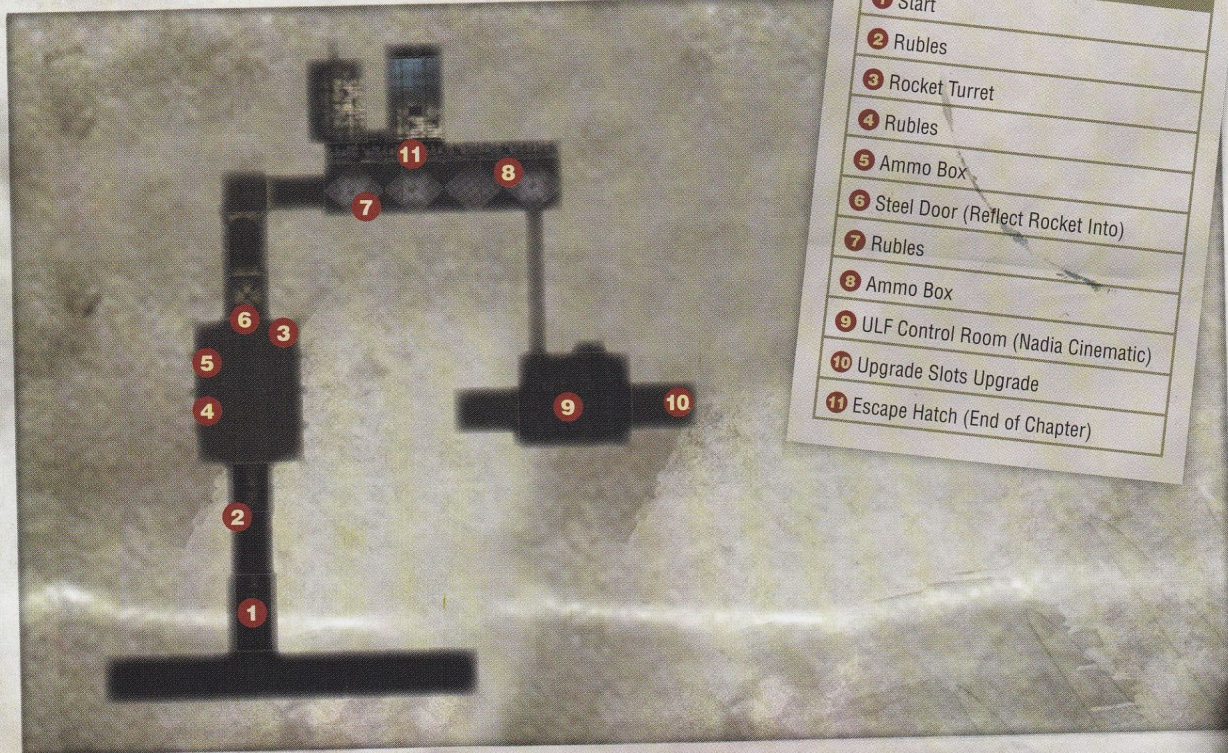
Lure the Colossus into the pillars near the flame, and it will constantly self-immolate.

If the Colossus traps itself, run behind the stone altar and use it for cover. The stone altar provides complete cover against thrown rubble. At this point, keep your head down while the rubble is flying and pop up to take shots at the Colossus.

Eventually, the beast will finally fall and Tenno acquires a new ability—Shield Power. This ability enables him to deflect projectiles in the direction of his targeting reticule. Proceed through the ragged curtain behind the altar to find **RUBLES** and the entrance to the catacombs.



Part 8: The Catacombs



Map Key

- 1 Start
- 2 Rubles
- 3 Rocket Turret
- 4 Rubles
- 5 Ammo Box
- 6 Steel Door (Reflect Rocket Into)
- 7 Rubles
- 8 Ammo Box
- 9 ULF Control Room (Nadia Cinematic)
- 10 Upgrade Slots Upgrade
- 11 Escape Hatch (End of Chapter)

Objective:

Set the C4 charges to destroy the ULF transmitter.

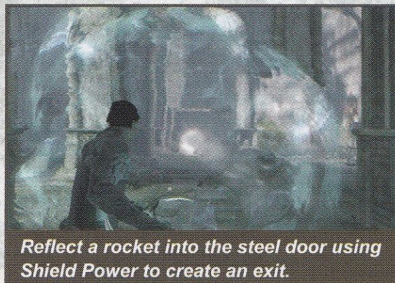
Proceed through the catacombs in the only direction possible, picking up some **RUBLES** in the process. Upon entering the first room, two steel doors slam shut, locking Tenno in the room. To make matters worse, a turret in the far corner of the room activates, launching rockets whenever he crosses its sweeping blue laser beam sight.

Keep a stone pillar between Tenno and the turret at all times to avoid taking damage. If you want to grab the **RUBLES** and **AMMO BOX** near the entrance to the room, use the Glaive to snag them.



Use the stone pillars for cover from the turret.

Now it's time to give the new Shield Power ability a workout. Activate Shield Power and step out from behind cover. Aim the targeting reticule at the steel door on the far side of the room. When done correctly, the turret's rocket will reflect into the door, blasting it open and providing an exit.



Reflect a rocket into the steel door using Shield Power to create an exit.

Be Quick or Be Dead

You must be quick, because Shield Power only lasts for six seconds at a time. You cannot activate it again until it recharges, which takes about 10 seconds. A blue glowing patch on Tenno's infected arm indicates that Shield Power is ready to go.

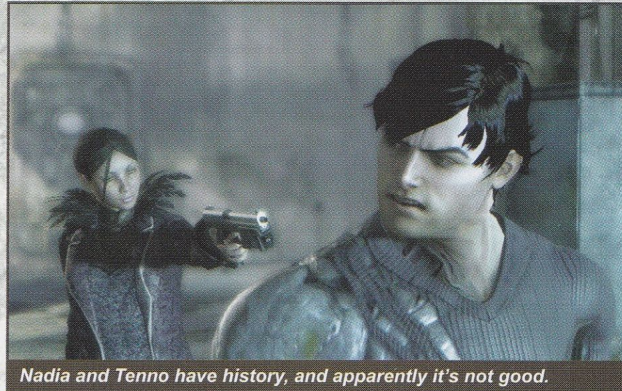
Once the steel door is no more, activate Shield Power again and sprint through it to safety. Follow the catacombs to get more **RUBLES** and another **AMMO BOX**, then proceed through the nearby vault door.



The vault door leads to the ULF control room.

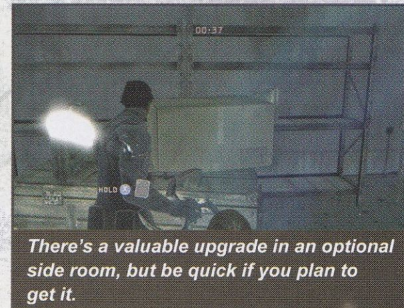
This triggers a cinematic showing Tenno planting the C4 charges on the control panel of the ULF transmitter. A woman named Nadia interrupts him by pulling a gun on him. Nadia says that she knew this is how she and Tenno would meet again—and Tenno wouldn't be walking away from it.

Tenno tells Nadia that the Agency is looking for her, but all they really want is Mezner. If she leaves now, he won't say anything. Nadia tells Tenno that she's here for justice, not retribution, and she's going to continue helping Mezner.



Nadia and Tenno have history, and apparently it's not good.

Nadia leaves just as a horde of Howlers explode into the control room. After the cinematic, you have 60 seconds to escape from the catacombs before the charge detonates! If you're feeling especially daring, kill the Howlers in the control room and go through the right-hand door to find an extremely valuable item, an **UPGRADE SLOTS** **UPGRADE**.



There's a valuable upgrade in an optional side room, but be quick if you plan to get it.

Return to the control room and sprint out of the exit, avoiding Howlers along the way. Avoid getting bogged down in fights with them—there's just not time to kill them all.

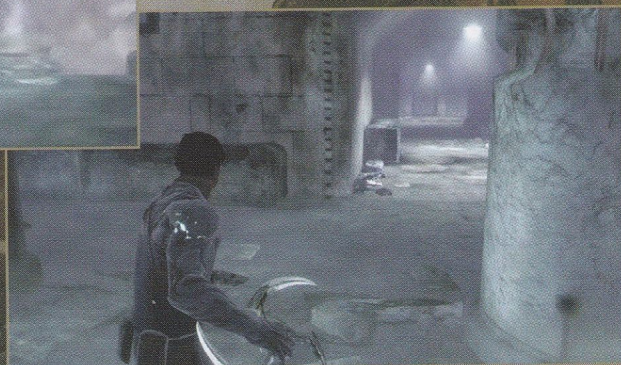
Turn left at the end of the exit tunnel and step up to the ledge at the end of it. Sprint to the end of the tunnel beyond it and jump down to escape the catacombs and complete the chapter.



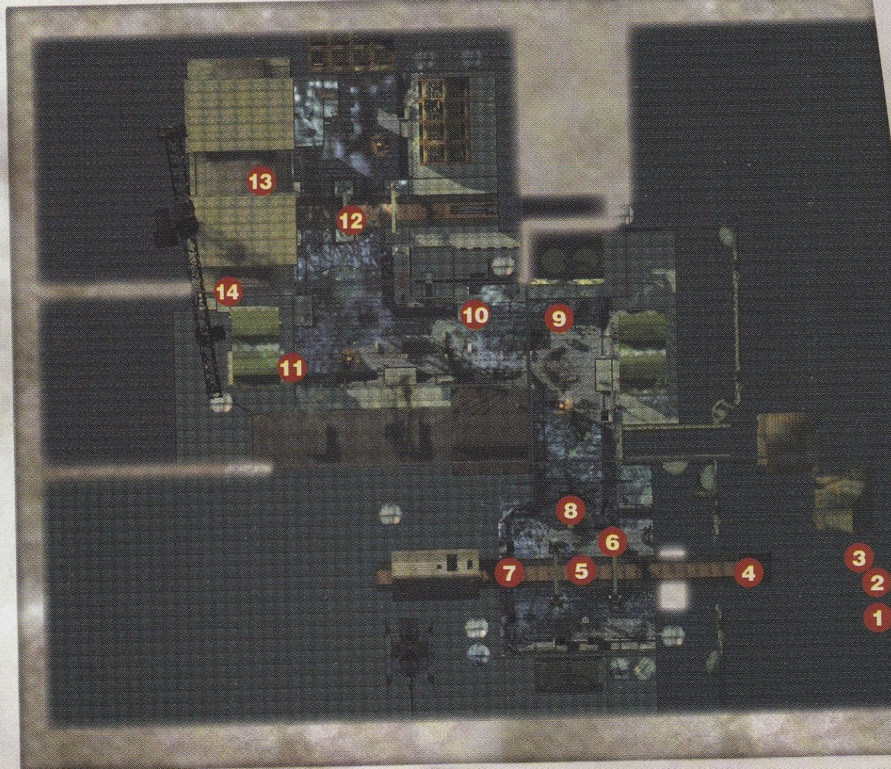
chapter 5

the shipment

After narrowly escaping a fiery death from the C4 charges that he planted on the ULF transmitter, Tenno winds up in a section of town near the waterfront, awaiting further orders. In this rare moment of calm, he has time to reflect on Nadia's involvement with Mezner, as well as Mezner's true agenda in Lasría.



Part 1: Jacking the Jackal



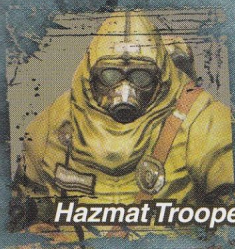
Map Key

- 1 Start
- 2 Black Market Entrance, Clip Extender Upgrade
- 3 Sparking Generator (Charge Up Glaive)
- 4 Locked Door (Open with Glaive)
- 5 Jackal Tank
- 6 Truck (Shoot Barrels)
- 7 Sparking Generator (Burn Away Webbing)
- 8 Blow Up Wall (Jackal Cannon)
- 9 Rocket Turret
- 10 RPG-Armed Trooper (Doorway)
- 11 RPG-Armed Trooper (Doorway)
- 12 2 RPG-Armed Troopers (Train Trestle), Ammo Box (Under Trestle)
- 13 Ammo Box, Rubles
- 14 Door to Pier

Chapter Checklist

- 1 *Seize control of a Jackal Tank.*
- 2 *Fight through the pier to enter the warehouse.*
- 3 *Ride a crate to the deck of the freighter.*
- 4 *Destroy a helicopter with an RPG.*
- 5 *Sink the freighter and escape from it within the time limit.*

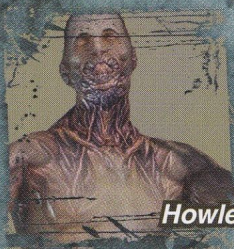
Enemy Units



Hazmat Trooper



Helicopter



Howler



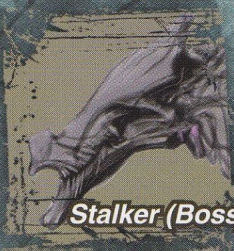
Jackal Tank



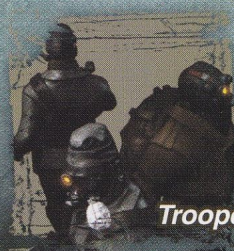
Mauler



Mole



Stalker (Boss)



Trooper

Objective: *Hijack the Jackal Tank.*

There is a **BLACK MARKET ENTRANCE** next to the chapter start point for all your weapon customizing needs. Before entering it, though, pick up the **CLIP EXTENDER UPGRADE**. All the enemies in the first two-thirds of this chapter are human, so choose and upgrade your weapons accordingly.

Fling Tenno's Glaive into the nearby sparking generator to charge it up with electricity, then run down the adjacent tunnel to find a locked door. Unlock it with the electrified Glaive and continue through it.

Upon entering the next area, a cinematic plays. Tenno radios his AD to tell him that the ULF transmitter has been destroyed, but Mezner is still at large. When asked if Tenno made contact with any of Mezner's defectors, specifically Nadia, Tenno says no.



Use the generator to power up the Glaive.

The AD tells Tenno that Mezner intends to export the Technocyte infection, which means he must have sample antibodies to inoculate his would-be buyers. Mezner is loading up a nearby freighter with Technocyte samples, so Tenno's new objective is to secure a sample of the shipment and destroy the rest of it.

When the conversation ends, approach one of the giant stone pillars and duck behind it. It's important to stay behind cover, as a Jackal Tank destroys the wall directly ahead!



Time to take down another Jackal!

The door from which you just entered seals shut, so there's no going back. Instead, wait until the Jackal strafes all the way to the right or left, then sprint forward



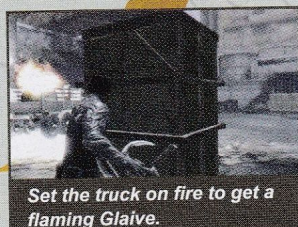
Take cover behind a concrete trestle support.

through the hole in the wall and run past the Jackal. Use one of the concrete trestle supports behind it as cover from its machineguns and rockets.

Choosing Cover

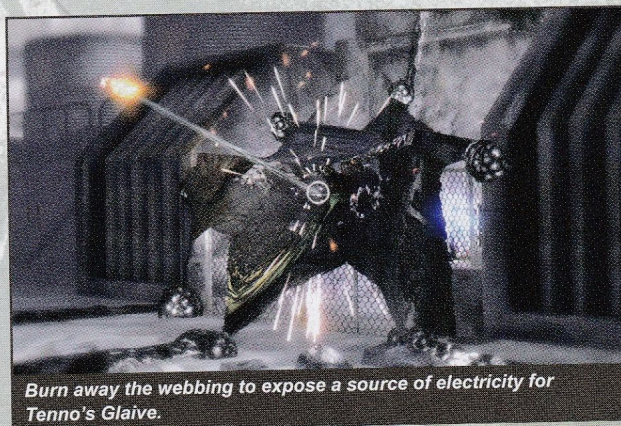
Do not use the stacked wooden crates as cover for more than a few seconds at a time. The Jackal's rockets will blast them into a million pieces and, unless you move quickly, Tenno will be next.

Without exposing Tenno to the Jackal's fire, aim at the barrels on the bed of the nearby pickup truck and shoot them to ignite them. When they explode, hurl the Glaive into the now-burning cab to set the Glaive on fire.



Set the truck on fire to get a flaming Glaive.

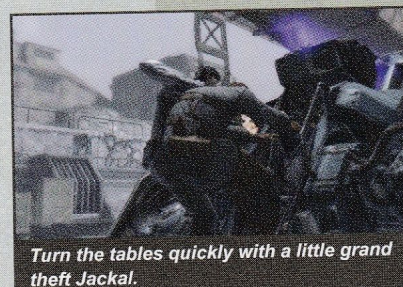
Turn around and throw the flaming Glaive at the sheet of Technocyte webbing underneath the trestle. It burns away to reveal another sparking generator behind a chain-link fence. Throw the Glaive at the top of the fence and use After Touch to steer it into the generator, charging it up with electricity.



Burn away the webbing to expose a source of electricity for Tenno's Glaive.

Hurl the electrified Glaive at the Jackal. It doesn't matter where it hits the spidery tank—even a glancing blow

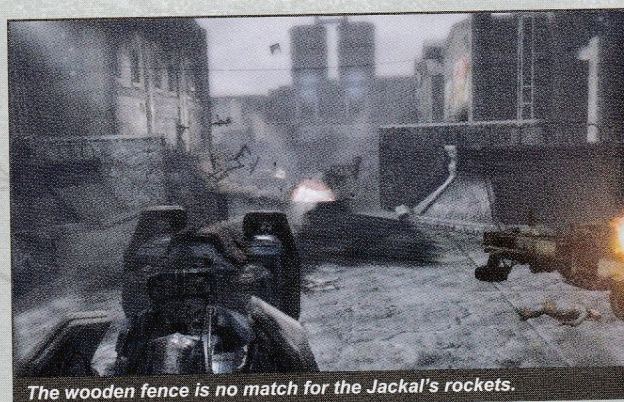
will cause it to temporarily short-circuit. Quickly run behind it and follow the on-screen button prompt to forcibly eject its pilot and take control of the Jackal.



Turn the tables quickly with a little grand theft Jackal.

Objective: Fight through to the docks.

With control of the Jackal in Hayden Tenno's control, turn toward the wooden fence in the middle of one of the outer walls and destroy it with a single rocket. Follow up with a second one to kill some of the Troopers stationed behind cover just beyond it.

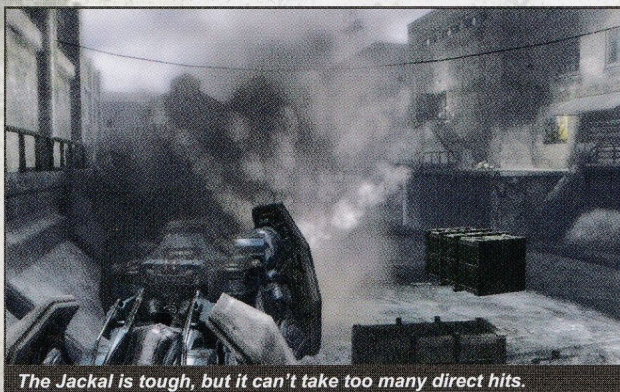


The wooden fence is no match for the Jackal's rockets.

Small-arms fire from machineguns and shotguns won't even dent the Jackal, but Frag Grenades and RPGs will. If a Trooper is locking onto the Jackal with an RPG or rocket turret, a warning siren sounds and the Trooper's position is indicated with a white circle.

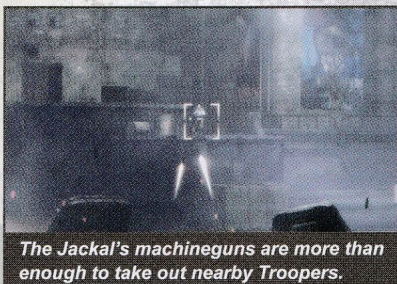
When the siren sounds, activate countermeasures to send a flare into the air. If you're quick about it, the flare will lead the RPG off target. As soon as the flare goes up, fire a rocket at the firing Trooper.

The Jackal, although it may seem nearly invincible, can only take a handful of rockets or grenades before it's ready for the scrap heap. If the Jackal starts taking heavy damage, exit the vehicle immediately. If Tenno is inside when it blows up, he will die.



The Jackal is tough, but it can't take too many direct hits.

You only have about a dozen rockets and, unfortunately, there is no ammo count displayed for them. Conserve rockets by using them against groups of Troopers or distant Troopers armed with RPGs or rocket turrets. You

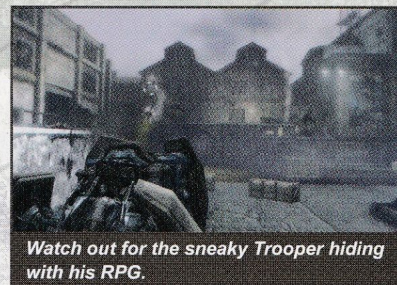


The Jackal's machineguns are more than enough to take out nearby Troopers.

have unlimited bullets and can walk away from thrown Frag Grenades, so don't waste rockets on enemies who don't present a critical threat.

With all of these tips in mind, proceed cautiously along the debris-strewn route in the only direction possible. Don't advance until the immediate area is free of Troopers. When it's time to advance, keep a thumb over the countermeasures button, ready to fire one off at a split-second's notice.

The first major threat is the rocket turret at the end of the first section of street, which multiple Troopers will attempt to seize. Just beyond that, lurking inside of an open door, is a Trooper with an RPG on the right side of the route.

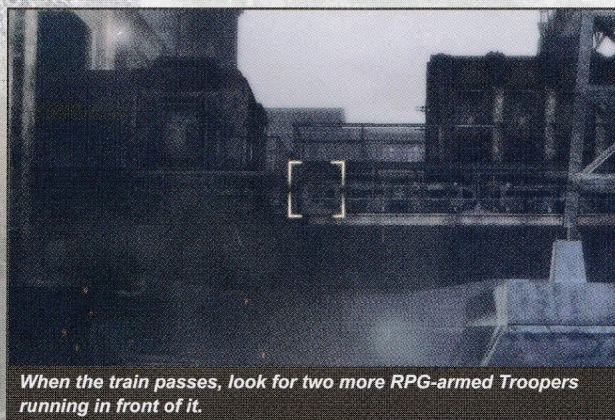


Watch out for the sneaky Trooper hiding with his RPG.

Watch Where You Step

The Jackal can stomp right through any wooden crates in its path. Watch your step, though, as there are several exploding barrels along the route that can damage the Jackal if you step on them—or if you're near them when a Trooper shoots them with small-arms fire.

There's another RPG-armed Trooper in a doorway along the route's second turn. Two more run out along the train trestle beyond the second turn. Hit the train that passes behind them with rockets to take them out.

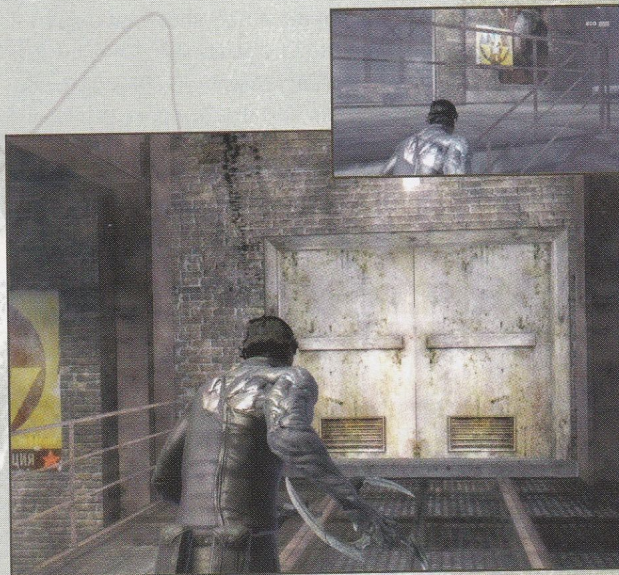


When the train passes, look for two more RPG-armed Troopers running in front of it.

PLAN B

If the Jackal has taken heavy damage, consider exiting it after killing the RPG Troopers on the trestle and clearing the immediate area. It's quite possible to Steal at least one of their RPGs with the Glaive, providing plenty of firepower to finish the fight on foot.

At the end of the route, aim at the large open door in the building on the left side and blast any remaining Troopers who appear. Exit the Jackal only when the area is secure. Scour the area for goodies, including an **AMMO BOX** under the trestle and another **AMMO BOX** and some **RUBLES** inside the building at the end of the route. Go through the white double doors inside the building to continue to the pier.



Part 2: The Pier

Map Key

- | | |
|-----------------------------------|--------------------------------------|
| 1 Start | 8 6 Hazmat Troopers (2nd Floor) |
| 2 Ammo Box, Rubles | 9 Ammo Box (2nd Floor) |
| 3 Troopers, Mauler | 10 Ammo Box (1st Floor) |
| 4 Ammo Box | 11 Ammo Box (1st Floor) |
| 5 Rubles, Ammo Box | 12 Black Market Entrance (1st Floor) |
| 6 Ammo Box | 13 Troopers |
| 7 8 Troopers, 2 Maulers, Ammo Box | 14 To Freighter |

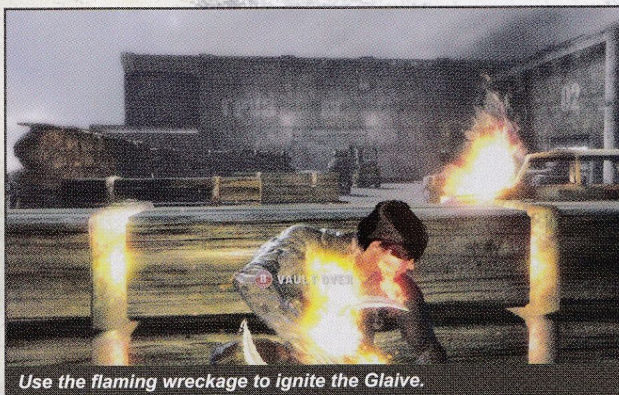


Objective:

Clear a path to the warehouse.

Cross the train tracks near the starting location and collect the **AMMO BOX** and **RUBLES** on the other side. As Tenno approaches the end of the train tracks, he grips his arm in pain as the infection spreads further. Tenno now has the Energy Pulse ability, which enables him to detonate his Glaive when it is charged with energy. The resulting explosion damages all enemies and objects within the blast radius.

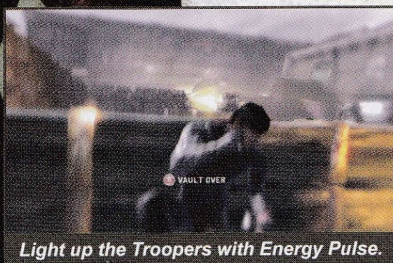
This ability couldn't come at a better time, either. Several Troopers and a Mauler exit the warehouse at the end of the pier and take cover along the pier. Run up to the closest stack of railroad ties, take cover behind it, and charge the Glaive with fire by throwing it through the flaming wreckage on the pier.



Use the flaming wreckage to ignite the Glaive.

Practice using Energy Pulse by throwing the Glaive at the Troopers, then detonating the Glaive when it gets near them.

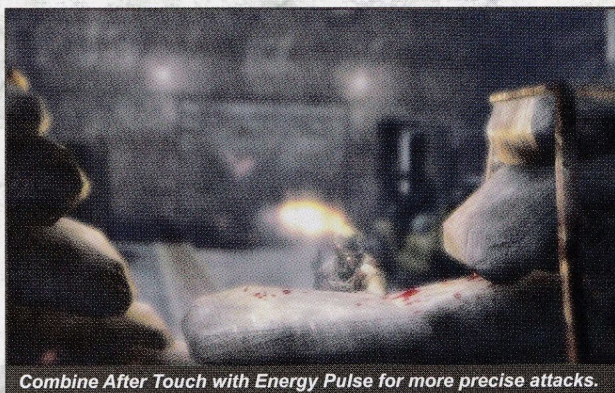
The detonation won't harm the Glaive, but it will discharge its fire energy, so you need to throw it back through the flames before you can use Energy Pulse again.



Light up the Troopers with Energy Pulse.

You don't need to use Energy Pulse to eliminate these enemies. You can use regular Glaive attacks or firearms. However, this is a great opportunity to get the hang of Energy Pulse, and it doesn't cost a single round of ammunition.

If the Troopers are out of range of the Glaive, advance to the next stack of railroad ties and continue to use Energy Pulse against them. If you can't tell if an enemy is within range, use After Touch to get a "Glaive's-eye" view.



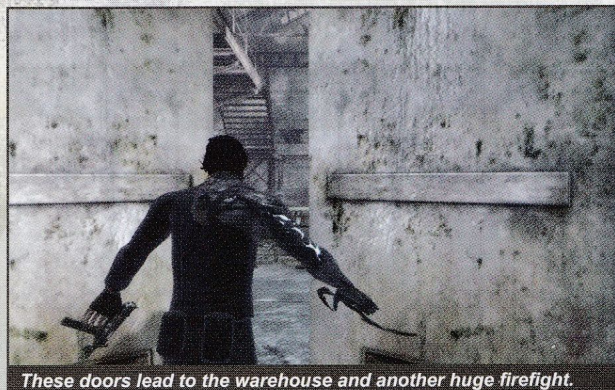
Combine After Touch with Energy Pulse for more precise attacks.

BLAST FROM BEHIND

A Mauler's shield will protect it against the area effect damage of Energy Pulse if the detonation occurs in front of the Mauler. If you wait to detonate the Glaive until it is above or behind the Mauler, though, that heavy iron shield won't help one bit.

When all of the enemies are neutralized, scour the pier for an **AMMO BOX** and look inside the room near the far-left corner of the pier to find **RUBLES** and another **AMMO BOX**.

Run straight across the pier to reach another room that contains another **AMMO BOX**. Open the white double doors to the warehouse and immediately dodge to one side and use the wall as cover, because the warehouse is full of Troopers and another Mauler.

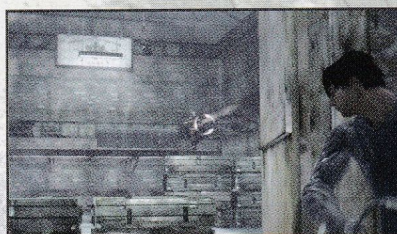


These doors lead to the warehouse and another huge firefight.

Objective:

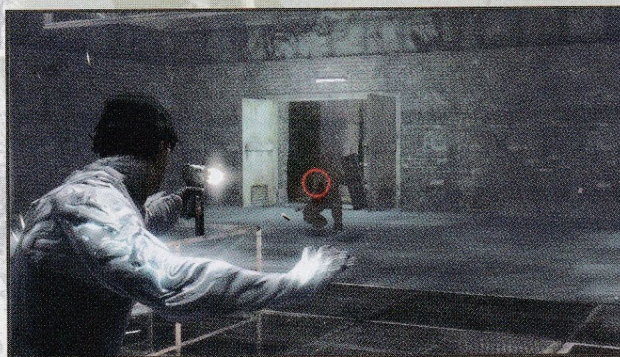
Get onto the freighter.

Because the warehouse is so small, most of it is within Glaive range. This means it is possible to take out most of the foes with Power Throws and After Touches from the doorway.



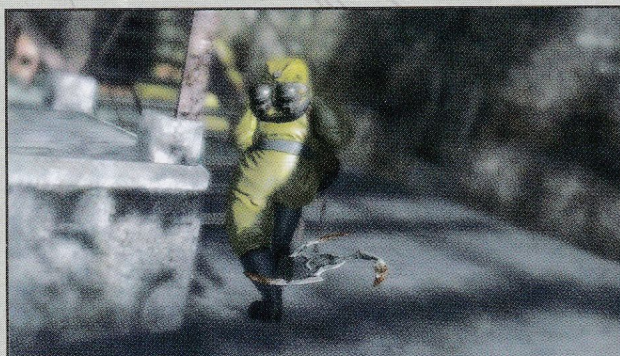
Try to eliminate every enemy in the warehouse.

When the coast is clear, climb the stairs and walk along the metal grating to reach the second floor of the warehouse. There's an **AMMO BOX** up here, as well as a second Mauler who comes through the white double doors.



Watch out for the second Mauler on the second floor of the warehouse.

Go through the doors that the Mauler came through to continue the warehouse firefight. There are six Hazmat Troopers in here, but don't forget about their Enferon gas grenades. Use the brick pillars for cover while moving through the second floor of the warehouse and neutralize the foes.



Hazmat Troopers guard the other half of the warehouse's second floor.

SHOCKING STRATEGY

You can charge up the Glaive with electricity by throwing it at the sparking light above the white doors, then use Energy Pulse to eliminate several enemies at once. Remember that you can only charge up the Glaive with the light once!

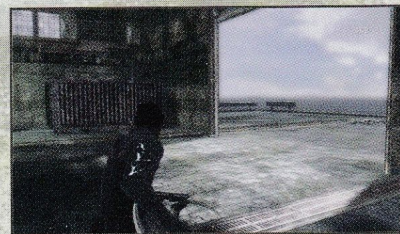
Pick up the **AMMO BOX** in the opposite corner of the warehouse, then descend the stairs to reach the first floor. Collect the two **AMMO BOXES** down here as well, and use the **BLACK MARKET ENTRANCE** if you want to upgrade, purchase, or exchange weapons.

THE RIGHT TOOLS FOR THE JOB

The next foes in the warehouse are human, but it's mostly Technocyte foes for the rest of the mission. If you have a weapon designed specifically to fight Howlers and Moles, go ahead and equip it.

Exit the warehouse through the large open door, which leads back to the pier. To the right are several Troopers who open fire as soon as Tenno crosses into their line of sight. Ignore them and continue running straight toward the water.

During the cinematic, Tenno leaps onto a crate that is being hoisted onto the freighter, whisking him out of danger and bringing him one step closer to completing his mission.



Part 3: A Stacked Deck



Map Key

1 Start

2 Trooper w/Carbine

3 12 Troopers

4 RPG, Weapon Crate

5 RPG

6 RPG, Weapon Crate

7 Ammo Box, Double Shot Upgrade

8 Ammo Box

9 Ammo Box

10 To Cargo Hold (After Helicopter Battle)

Objective: *Clear the deck of Troopers.*

Tenno leaps off the crate and tumbles onto a quiet part of the freighter's deck. There are two stairways leading into the freighter, one on either side of a stack of containers. They both lead to a balcony that overlooks the main deck, so choose either one.

A lone Trooper stands guard in the balcony, watching over the main deck with a carbine rifle. Eliminate the Trooper and Steal his carbine. Duck behind a nearby steel beam for cover and take aim at the Troopers firing from the main deck.

There are 12 Troopers on the main deck, taking cover among the many large shipping containers. Use the carbine against them until it stops working, then switch to other firearms. (Most of the Troopers will probably remain out of range of the Glaive.)

You can also Steal the firearms of fallen Troopers and spray a hail of bullets at them without having to deplete your own ammunition.



Kill the soldiers on the main deck from the relative safety of the balcony.



Hopefully the unlucky Trooper's carbine will serve you better than it did him.

The game will autosave when all of the enemies are defeated. When this occurs, approach the gap in the balcony railing and follow the on-screen prompt to jump down to the main deck.

Objective:

Shoot down the helicopter.

After leaping down to the main deck, sprint straight ahead to pick up an **RPG** next to a **WEAPON CRATE**. If you have fewer than four RPG shells in your inventory, open the weapon crate as well to collect more ammunition.



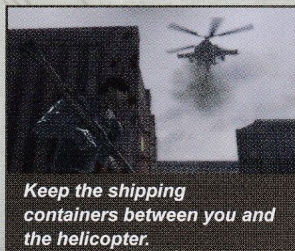
First things first: Grab an RPG and load up on shells from the weapon crate.

JUST THE TWO OF US

Before the battle against the helicopter begins in earnest, take a quick run around the containers and make sure that there are no more Troopers hiding behind them. The last thing you need when you're trying to line up a shot is for a lone gunman to stir things up.

This fight against the helicopter is virtually identical to the one in Chapter 1. The helicopter primarily attacks with a powerful machinegun and occasionally fires a pair of rockets. Tenno can survive a few hits from the gun, but the rockets will kill him instantly on a direct hit.

Move around the shipping containers, keeping one between Tenno and the helicopter whenever it is firing or in motion. To ensure that you have maximum mobility and can react quickly to the helicopter's attacks, don't flatten against the containers until you're ready to take a shot.



Keep the shipping containers between you and the helicopter.

GET MORE GUNS

There are two other RPGs on the main deck of the ship, one of which is near a second weapon crate. Consult the map for their locations.

The helicopter occasionally hovers in the air, creating a prime opportunity to nail it with the RPG. Flatten up against a shipping container, peek out from the side of it, and position the targeting reticule on the helicopter. When



Déjà vu all over again: Lock onto the helicopter with the RPG to bring it down.

the two concentric circles of the reticule merge into one, you're locked on. Fire and duck back behind cover immediately.

Rookie Mistake #58

Before you line up an RPG shot, make sure the RPG is loaded. If you don't see an RPG shell at the end of it, tap the reload button.

There's nothing more frustrating than locking onto the helicopter with the perfect shot—and then reloading instead of firing when you pull the trigger.

Three hits from the RPG will knock the bird out of the sky, causing it to crash into the main deck, creating a giant hole in it that leads down to the cargo hold below.

Run to the corners of the main deck to find three **AMMO BOXES** and a **DOUBLE SHOT UPGRADE**. When you're ready to proceed, jump down through the hole in the deck to reach the cargo hold.



Part 4: Sinking the Ship

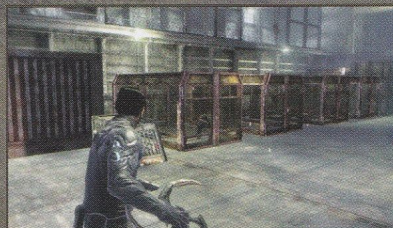
Map Key

- 1 Start
- 2 Howler
- 3 Ammo Box
- 4 Door Control Panel
- 5 Fire Power Upgrade
- 6 Ammo Box
- 7 Stalker (Cinematic)

Objective:

Find a way to sink the freighter.

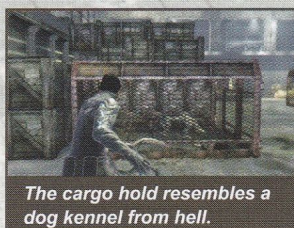
The only objects of note in the first area of the cargo hold are some flaming pieces of helicopter wreckage that Tenno can use to ignite his Glaive. Proceed into the next area of the hold to find several Howlers in cages. Tenno's AD was right—Mezner is planning on transporting infected specimens outside of Lasria. The only one of note is the one on the opposite side of the area from the door you entered through. That Howler breaks out of its cage and attacks Tenno when he approaches it.



Howlers in cages—looks like Mezner really is planning on exporting the Technocyte virus.

Kill the Howler, pick up the **AMMO BOX** near its cage, and press the glowing red button on the control panel near the door to open the door.

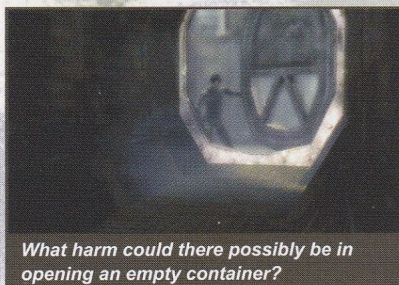
Continue into the next area, which is filled with Moles in cages. Unlike the last area, none of these infected creatures break out of their cages, so collect the **AMMO BOX** and **FIRE POWER UPGRADE** before proceeding into the next area.



The cargo hold resembles a dog kennel from hell.

Tenno quickly realizes his mistake when something invisible rushes past him, knocking him to the ground. Following the sound of screeching, Tenno sees the creature become visible as it crawls on top of a container and leaps up the wall of the cargo hold, turning invisible once again before puncturing the hull of the ship and escaping.

That brief glimpse was the Stalker—don't worry—you'll see it again soon. Tenno has a more pressing problem now, though: He must escape the freighter before it sinks!

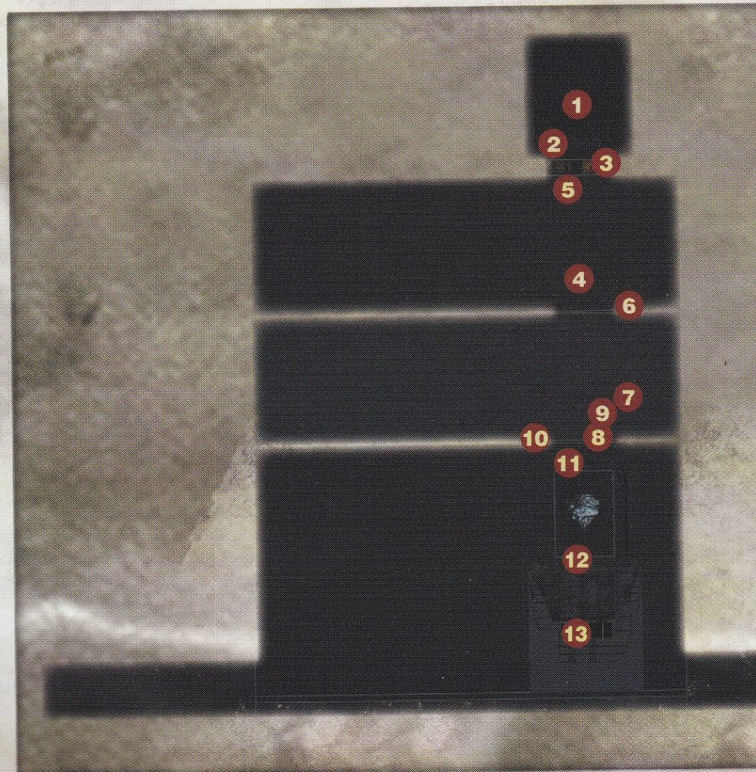


What harm could there possibly be in opening an empty container?

He looks through a window in the container, which appears to be empty. He then turns a metal wheel on the front of it and opens the door.



Part 5: Sea of Madness



Map Key

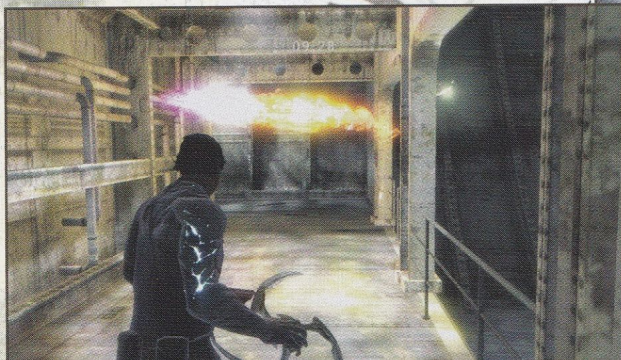
- 1 Start
- 2 Ladder
- 3 Ammo Box
- 4 Explosive Barrel (Shoot to Move Crates)
- 5 Ammo Box, Electrical Panel (Charge Glaive)
- 6 Locked Door (Use Electric Glaive)
- 7 Ammo Box
- 8 Electrical Panel (Charge Glaive)
- 9 Ammo Box
- 10 Locked Door (Use Electric Glaive)
- 11 Electrical Panel (Charge Glaive)
- 12 Locked Door (Use Electric Glaive)
- 13 Outer Hatch (End of Chapter)

Objective:

Escape the first cargo hold area.

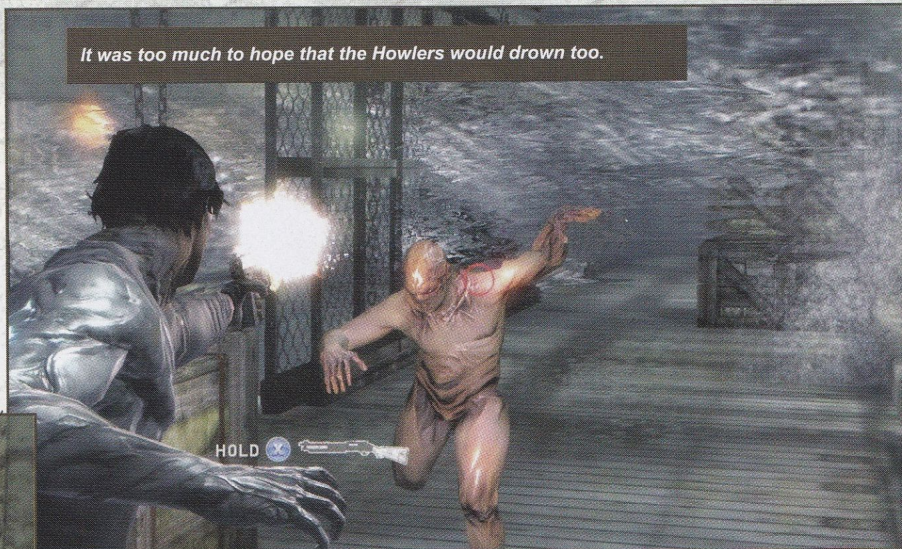
When you regain control of Tenno, a timer starts ticking down from 10:00. If Tenno doesn't escape the freighter by the time this timer expires, he will drown.

Start by climbing the ladder near the start point to reach the upper walkway. Turn left at the top of it to find an **AMMO BOX**. Pick it up, turn around, and dodge underneath a flame jet that shoots out of the wall above the ladder. You can also use this flame jet to ignite the Glaive.

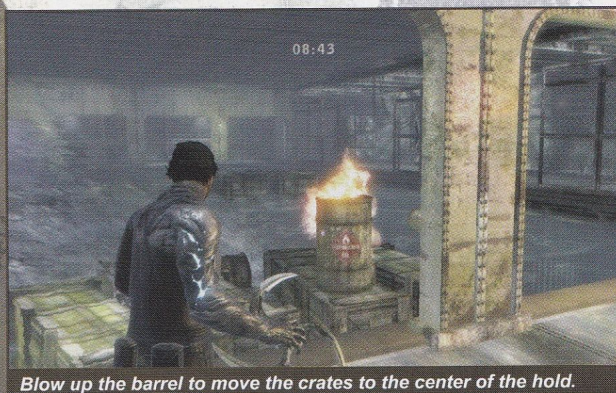


Dodge underneath the flame jet to avoid taking damage, and use it to ignite Tenno's Glaive.

Follow the trail of discarded firearms and dead soldiers into the first cargo hold. The hull is punctured, and an endless stream of Howlers crawls onto the walkway from the flooded cargo hull. Kill them as they approach, but don't waste time hunting them down.



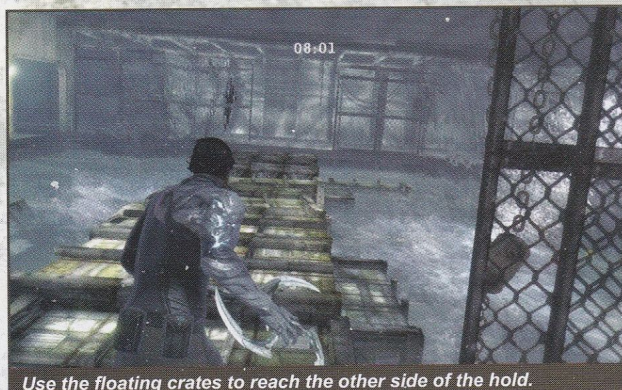
Run down the walkway, turn left, and locate an explosive barrel on top of some floating crates. Shoot the barrel to ignite it. When it explodes, the crates float to the middle of the cargo hold.



Blow up the barrel to move the crates to the center of the hold.



Backtrack down the walkway until you reach what is now a line of crates stretching across the flooded cargo hold. Sprint across them and turn left at the other side.



Use the floating crates to reach the other side of the hold.

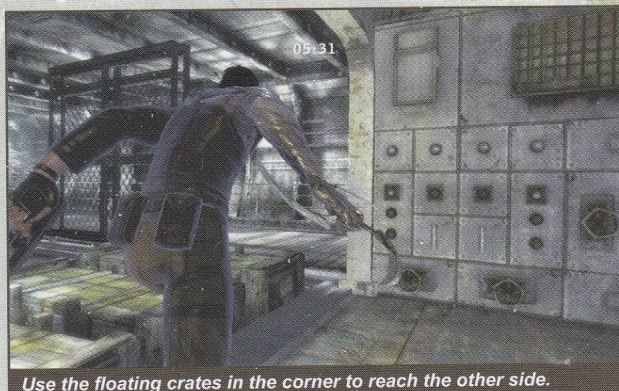
Turn left at the end of the walkway to find an **AMMO BOX** and a sparking electrical panel. Electrify the Glaive, then run down the walkway to reach a locked door. Hurl the electrified Glaive at it to open it and proceed into the second cargo hold area.

Mind the Door

Don't stand too close to the door when it swings open, or it will knock Tenno to the ground and give any nearby Howlers a free shot at him.

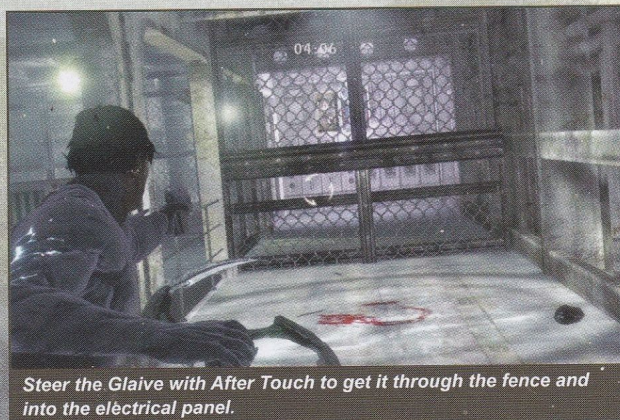
Objective: Escape the second cargo hold area.

The second cargo hold area is similar to the first one, as Howlers pull themselves out of the flooded hold and onto the walkway. If you need ammo, there's an **AMMO BOX** straight ahead. Otherwise, turn right and run across the floating crates in the corner of the hold to reach the other side.



Use the floating crates in the corner to reach the other side.

Run down the length of the walkway and turn left just before the locked door to see another sparking electrical panel. This one is behind a steel fence, however, so use After Touch to steer the Glaive through the gap in the middle of the fence.



Steer the Glaive with After Touch to get it through the fence and into the electrical panel.

AMMO BOX

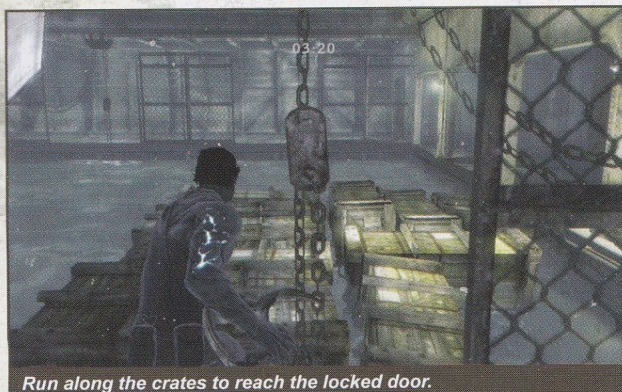
There's also an **AMMO BOX** to the left of the electrical panel's cage, if you're desperately short on ammunition. However, reaching it requires some pretty tricky throwing, so don't waste too much time trying to pick it up.

After charging up the Glaive, backtrack slightly to the locked door and hurl the electrified Glaive at it to open it and escape the second cargo hold area.

Objective:

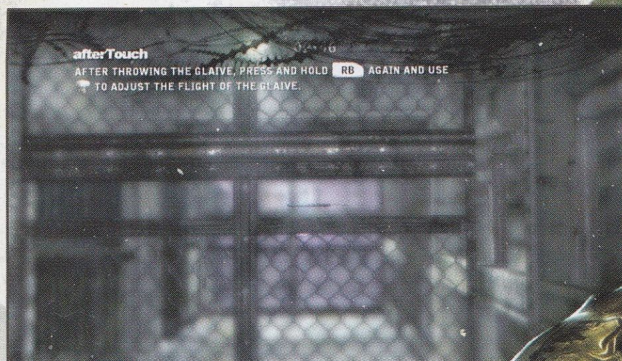
Escape the third cargo hold area.

The third cargo hold area has Moles and Howlers in it, but it's very similar to the first two areas. Run down the walkway toward the first one and use the floating crates near the end of it to cross the flooded hold and find the locked door for the area.



Run along the crates to reach the locked door.

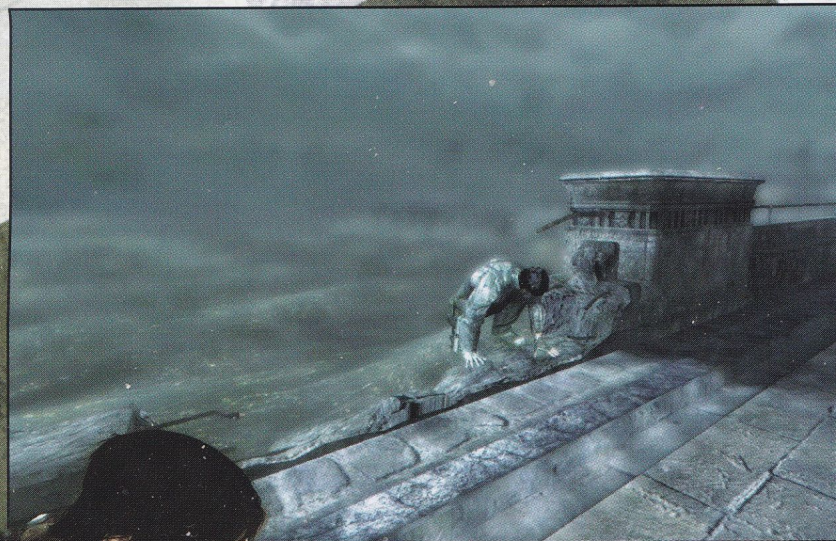
Continue running along the walkway to reach another electrical panel. This one has two gates in front of it, so guide the Glaive carefully through the gaps in both of them to charge it up.



Use After Touch to get the Glaive through two gates and charge it up.

With the electrified Glaive in hand, backtrack to the locked door and open it with the Glaive. Run through the door, up the stairs, through the open door, and down the following walkway until a cinematic shows Tenno leaping off the freighter.

Tenno pulls himself onto the pier and radios Yargo, who tried to call Tenno just after the freighter started sinking. Yargo tells Tenno that "they" are breaking in. He tries to sound stoic, saying that "it was only a matter of time," but he can't keep the panic out of his voice.



chapter 6

the bait

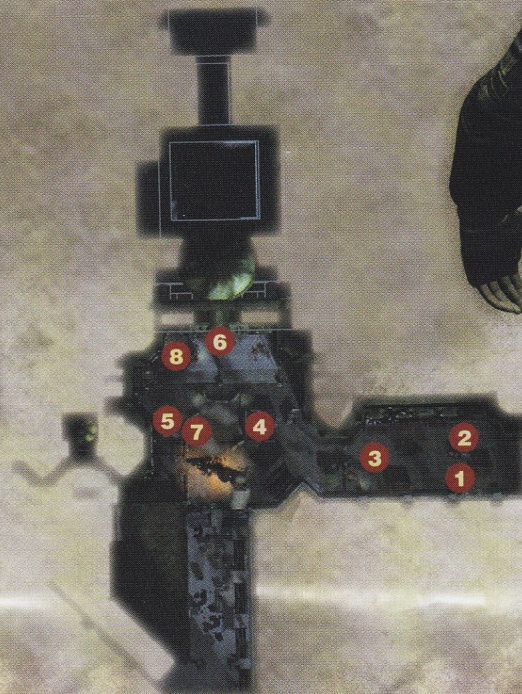
Tenno managed to sink Mezner's freighter and, along with it, Mezner's hopes of transporting Technocyte samples out of Lasria. But while Tenno was busy thwarting Mezner's plan, unknown forces attacked Tenno's ally, Yargo Menshik. Yargo's observation post isn't far from the docks where Tenno washed up, but Tenno must move quickly to rescue his comrade.



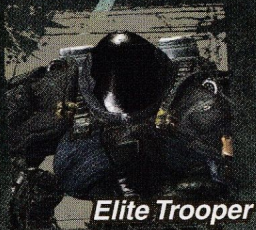
Part 1: Back in the Village

Map Key

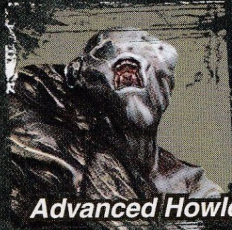
- 1 Start
- 2 Ammo, Rubles
- 3 Black Market Entrance
- 4 Accuracy Upgrade
- 5 6 Stingers
- 6 Building Entrance, Advanced Howler
- 7 Ammo Boxes (x2)
- 8 Machinegun Emplacement
- 9 Enferon Shells Upgrade



Enemy Units



Elite Trooper



Advanced Howler



Stinger

Chapter Checklist

- 1 Enter the first government building.
- 2 Flood the generator to get fire and burn the Technocyte webbing.
- 3 Proceed through the courtyard to the second government building.
- 4 Eliminate the Elite Trooper.
- 5 Restore power to the elevator.
- 6 Take the elevator to Yargo's outpost.

Objective: Enter the government building.

The Technocyte-infected creatures have clearly won out over their human adversaries, because there is no longer any human presence here.

Look behind the truck near the start point to find **RUBLES** and an **AMMO BOX**. Pick them up before using the nearby **BLACK MARKET ENTRANCE**. Choose, purchase, or upgrade any weapons designed to fight Technocyte-infected enemies.



Use the Black Market to equip Tenno with anti-Technocyte hardware.

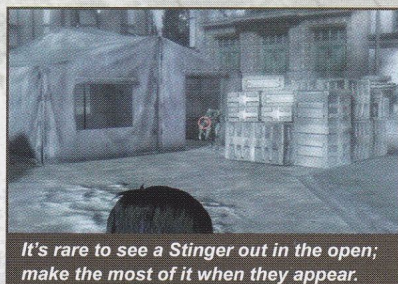
Advance cautiously into the next area. There's an **ACCURACY UPGRADE** clearly visible in the tent just ahead, but don't take the bait right now. Moving that far into the area triggers the appearance of several Stingers who burst out of the windows of the building beyond the tent.



Don't pick up the upgrade just yet.

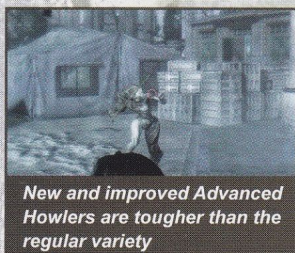
Stingers are evolved Technocyte creatures that run quickly on all fours. They seek cover whenever possible, popping out to quickly fire spikes from their own bodies. Not only are Stingers tough to draw out into the open, they can also take significantly more punishment than a Howler.

Fight these foes from behind cover and aim where their heads will be when they pop out to shoot. A Glaive shot to the head will kill them instantly, while an accurate firearm with the Enferon Shells Upgrade will also make short work of them.



It's rare to see a Stinger out in the open; make the most of it when they appear.

There is another enemy who appears toward the end of the fight—the Advanced Howler. This foe emerges from the main entrance of the nearby government building. Don't let



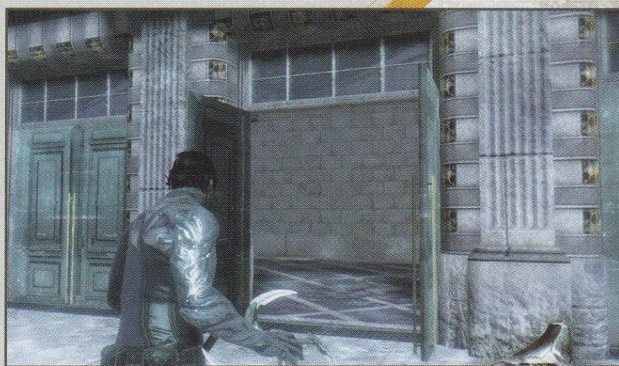
New and improved Advanced Howlers are tougher than the regular variety

its limping gait fool you—as soon as it draws close, it runs straight at its prey with alarming speed. Fight it as you would any other Howler, but keep your distance once it dies, because it explodes a few seconds later!

Once the area is clear, pick up the **AMMO BOXES** and the upgrade in the tent. Proceed up the steps to the government building's entrance and head inside to the foyer.

Bad Place for an Emplacement

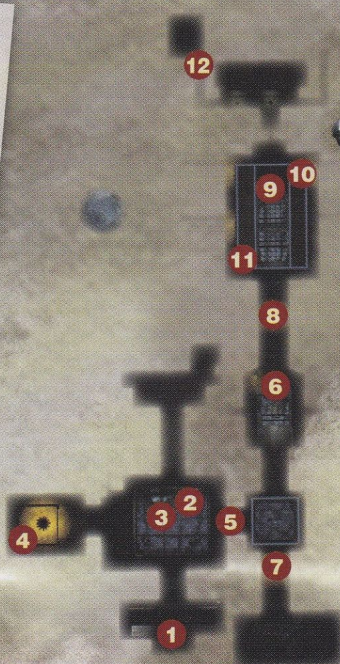
There's an empty machinegun emplacement on the government building steps (on the opposite side of the area from where you enter). Usually seizing control of an emplacement is good strategy, but doing so here puts Tenno near the area where the Stingers and Advanced Howler enter.



Part 2: You Can Fight City Hall

Map Key

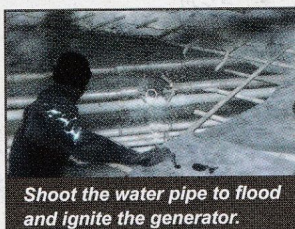
- 1 Start
- 2 Enferon Shells Upgrade
- 3 Water Pipe, Generator (Fire Source)
- 4 Rubles, Ammo Box
- 5 Technocyte Webbing (Burn)
- 6 2 Stingers
- 7 2 Stingers
- 8 Rubles, Ammo Box
- 9 8 Stingers
- 10 Ammo Box
- 11 Ammo Box
- 12 To the Courtyard



Objective: *Burn through the Technocyte webbing.*

Don't worry about any enemies right now; Tenno is safe from harm for the time being. Go through the foyer and into the large room beyond it. Pick up the **ENFERON SHELLS UPGRADE** from a table near stacked crates, then look down at the huge hole in the ground.

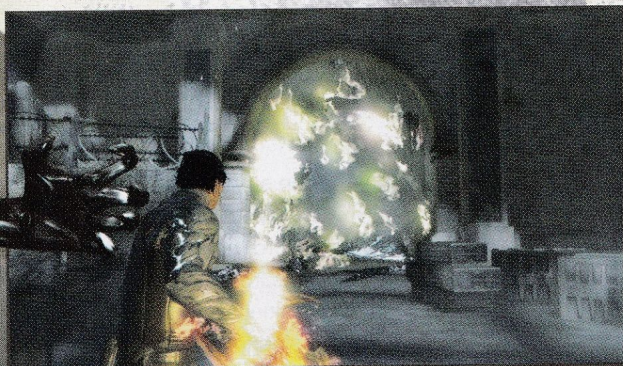
There's a generator on the floor below with some leaking water pipes running over it. One section of the pipes is shining. Shoot it or hit it with the Glaive to break it open and flood the area around the generator, causing it to spark and catch on fire.



Shoot the water pipe to flood and ignite the generator.

The generator is now a source of fire, perfect for burning away the large panel of Technocyte webbing that blocks one of the room's exits. Before you burn it away, however, explore the small side room to collect some **RUBLES** and an **AMMO BOX**.

Return to the flaming generator, use it to ignite the Glaive, and hurl the Glaive at the Technocyte webbing to burn it away, granting passage to another hallway.



Use the generator's fire to burn away the webbing.

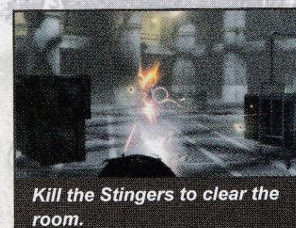
Objective: *Reach the courtyard.*

Proceed down the hallway to trigger the appearance of some Stingers, then find cover and eliminate them. You can lure them back through the doorway to make them easy fodder. Taking this approach also prevents Tenno from being ambushed from behind by two more Stingers.



Luring the Stingers back through the doorway leaves them without cover.

Continue down the hallway and collect an **AMMO BOX** and some **RUBLES**. The hallway ends in an enormous two-story room. Enter the room and head for one of the corners nearest the entrance. With Tenno's back against the corner, take cover and eliminate the Stingers that leap into the room.

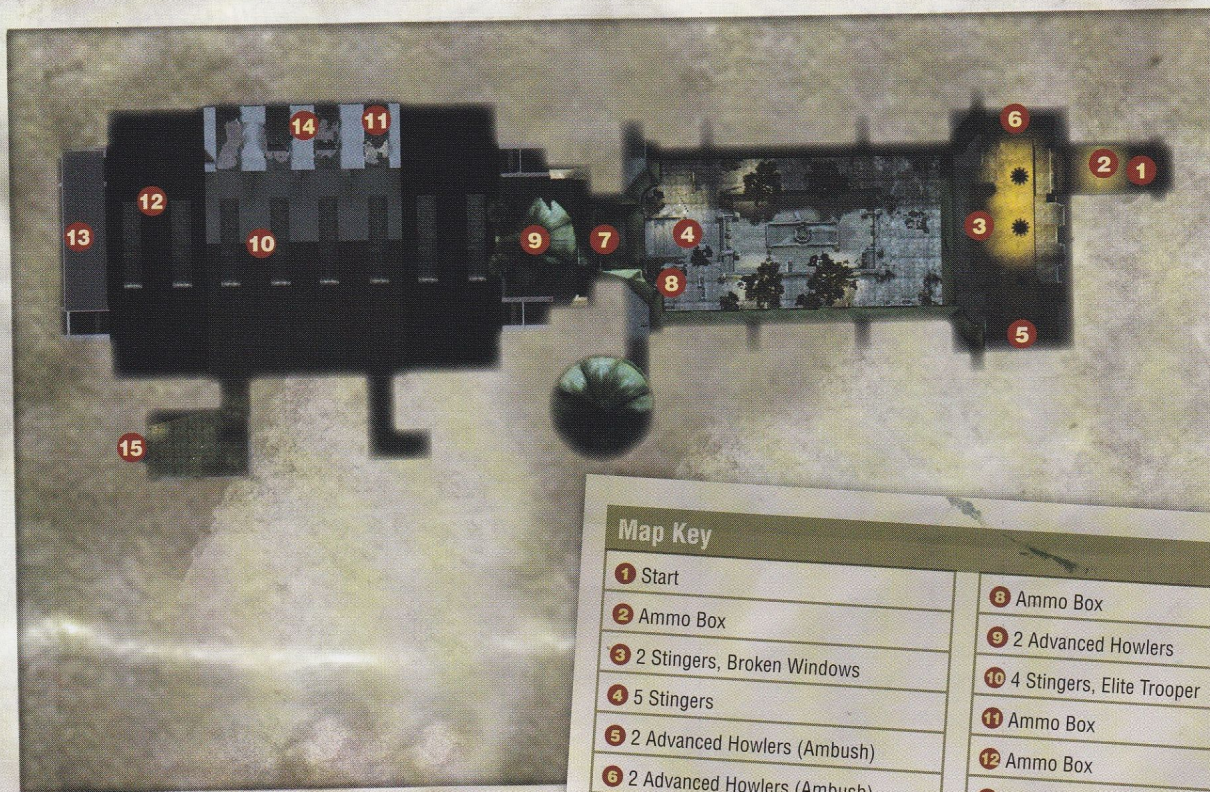


Kill the Stingers to clear the room.

Pick up the **AMMO BOXES** in the room, then proceed into the hallway at the far side of it. Follow the hallway as it winds along and enter the door at the end of it to reach the courtyard.



Part 3: Beat the Elite

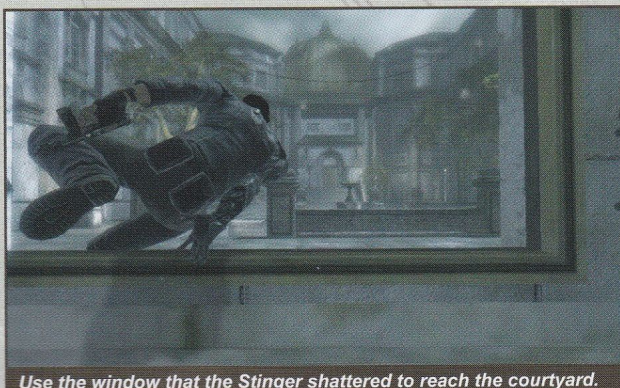


Map Key

- | | |
|--|------------------------------|
| 1 Start | 8 Ammo Box |
| 2 Ammo Box | 9 2 Advanced Howlers |
| 3 2 Stingers, Broken Windows | 10 4 Stingers, Elite Trooper |
| 4 5 Stingers | 11 Ammo Box |
| 5 2 Advanced Howlers (Ambush) | 12 Ammo Box |
| 6 2 Advanced Howlers (Ambush) | 13 Ammo Box |
| 7 6 Advanced Howlers, Door to 2nd Building | 14 Stopping Power Upgrade |
| | 15 Elevator (End of Chapter) |

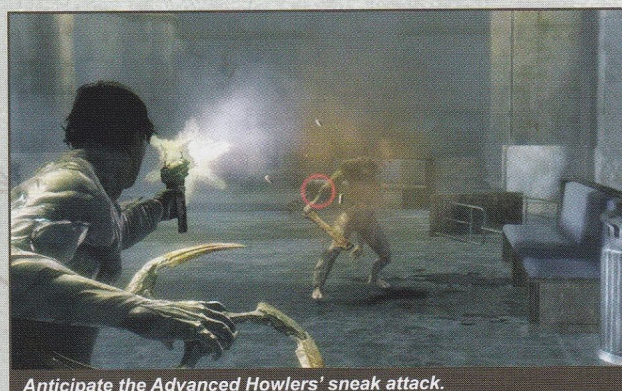
Objective: *Enter the second building.*

Pick up the **AMMO BOX** near the start position, then move forward to trigger the appearance of two Stingers who jump through windows that overlook the courtyard. Kill them both and vault through one of the broken windows to enter the courtyard.



Use the window that the Stinger shattered to reach the courtyard.

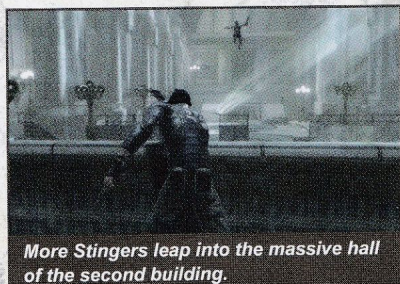
Run forward and hide behind the stone wall until you see Stingers jump down into the courtyard ahead. Instead of moving further into the courtyard, backtrack into the previous room. Not only does this lure the Stingers through the broken windows, making them easier targets, it also puts Tenno in a great position to get the drop on some Advanced Howlers who attack from behind.



Anticipate the Advanced Howlers' sneak attack.

Several more Advanced Howlers emerge from the door to the next building at the opposite end of the courtyard. It's safe to enter the next building, so kill all remaining enemies in the courtyard, pick up the **AMMO BOX** in one of the corners of the courtyard, and proceed into the foyer of the next building.

Follow the foyer hallway in either direction to reach the entrance to the building's main hall, but watch out for the two Advanced Howlers. Advance into the hall, a mammoth open room with elevated walkways on all four sides. Move forward to trigger the appearance of four Stingers; defeat them using the same strategies described previously. Try and lure at least some of them back into the foyer hallway, if possible.



More Stingers leap into the massive hall of the second building.

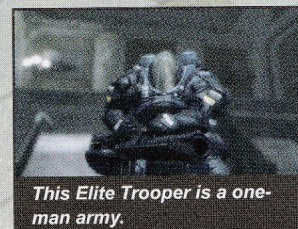
Objective: Defeat the Elite Trooper.

After defeating the Stingers, move into the hall to trigger a cinematic of a new type of enemy—the Elite Trooper. Elite Troopers are extremely formidable human opponents. They have similar armaments to a Jackal or helicopter: a heavy machinegun with potent power and a devastating rocket launcher.

Rocket Warning

When the Elite Trooper hoists his cannon, he's about to fire a rocket. Get behind some solid cover right away or expect the worst!

The first thing that the Elite Trooper does is fire a rocket at the entrance to the hall, collapsing the walls around it and sealing Tenno inside. The only way he's leaving here alive is if the Elite Trooper doesn't.



This Elite Trooper is a one-man army.

The Elite Trooper's armor is virtually impervious to all attacks, including Frag Grenades and Power Throw. Before you can inflict any damage on the Elite Trooper, you must destroy three vital parts of his armor, two pieces on his shoulders and one piece on his back (look for the glowing blue patches).

HIT IT AGAIN

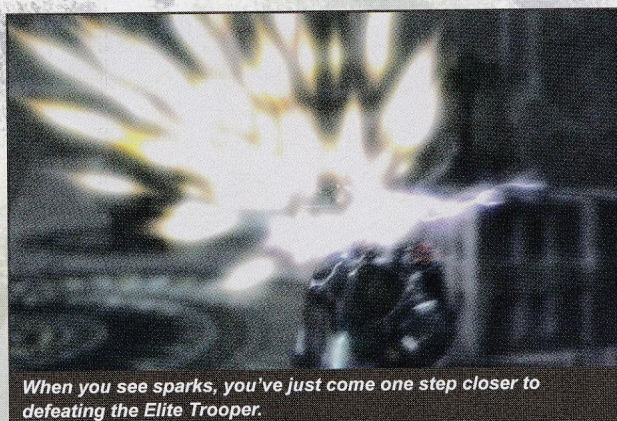
"Weak point" doesn't quite do justice to the vulnerable parts of the Elite Trooper's armor. Each one requires multiple hits before it finally fizzles out.

The best way to hit these weak points is to use After Touch. Hide behind some solid cover, peek out to throw the Glaive at the Elite Trooper, and use After Touch to guide it toward the glowing blue lights on his shoulders.



Guide the Glaive into the blue spots of the Elite Trooper's armor.

A shower of sparks will spray from the Elite Trooper's armor after a direct hit from the Glaive. In addition, the glowing blue light changes to a dull, flickering red cinder. It's easier to hit the Elite Trooper's weak points from the elevated walkways that run along the perimeter of the great hall.



When you see sparks, you've just come one step closer to defeating the Elite Trooper.

The Elite Trooper has overwhelming firepower. If he catches Tenno at close or medium range in the open, he's almost certainly done for. But you have two major advantages that will help turn the tide of the battle if you use them properly. The first is the amount of cover in the area. You can use any of the walls of the elevated sections for cover, as well as the stacked crates in the hall. The Elite Trooper never uses cover and always pursues Tenno when he's in the open.

Make the most of the generous amount of cover in the area.



The second advantage is Tenno's speed. The Elite Trooper is extremely tough and can inflict massive damage, but he moves and turns at a snail's pace. It's not difficult to stay at a safe distance from him, or lure him upstairs while you circle around behind him.

Once the Elite Trooper's weak points are all destroyed, keep hitting them with any weapon. The Elite Trooper flashes red when he's been damaged and, although he can still take quite a pounding, he'll fall eventually.

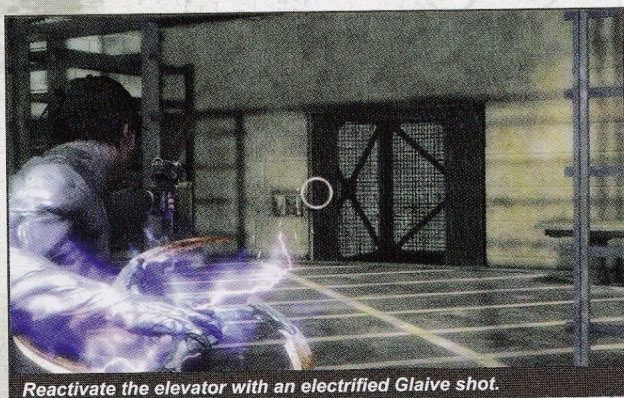


Objective:

Take the elevator to Yargo's observation post.

If you didn't pick up the **AMMO BOXES** scattered throughout the hall during the fight, do so now to replenish your ammunition. There are also some **RUBLES** on a table against the far wall and a **STOPPING POWER UPGRADE** on a bench.

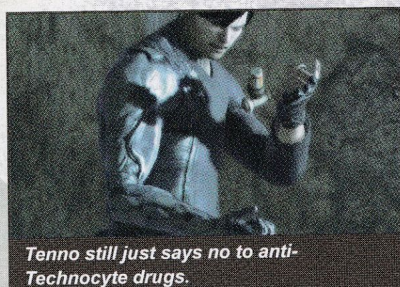
There is an elevator in a room just off the main hall, but it's currently without power. Throw the Glaive at the fallen Elite Trooper to charge the Glaive with electricity. Run to the elevator room and hit its sparking control panel with the electrified Glaive to reactivate it.



Reactivate the elevator with an electrified Glaive shot.

Enter the elevator and ride it up to Yargo's outpost. This effectively ends the chapter, although there is an additional cinematic. In it, Tenno arrives to find that Yargo's lair has been completely destroyed, with no sign of Yargo

anywhere. Tenno's infected arm sends a wave of pain through him, but he again opts not to inject himself with the anti-viral booster.

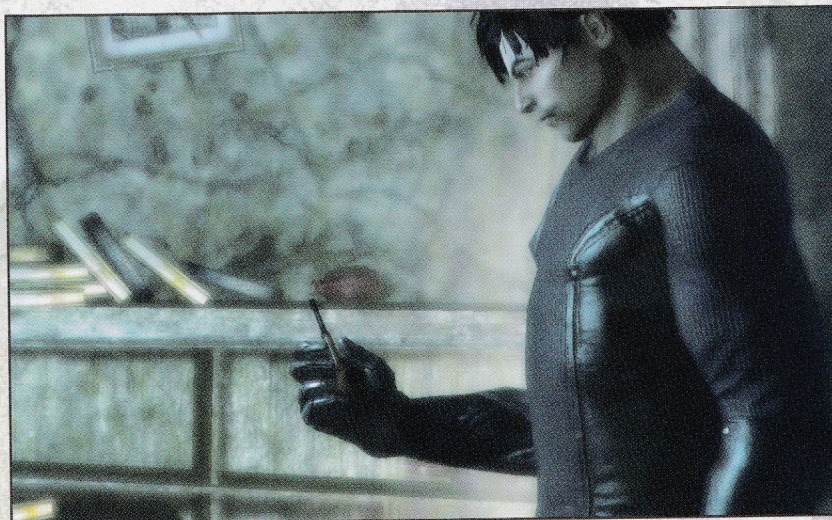


Tenno still just says no to anti-Technocyte drugs.

Using his sat phone, Tenno tells his AD that Yargo has been taken. The AD tells Tenno to stand down, that his mission is over, and that the AD is on his way to Lasria to run the operation from there. Tenno's orders are to stay put until he arrives.

Tenno sees Yargo on one of Yargo's own surveillance monitors. He's being held captive by the Lasrian military, and Nadia is conducting his interrogation. Yargo denies that he knows how to get into a "Vault" that Nadia seems interested in, but Nadia isn't buying it.

Yargo says that no one can control the Technocyte virus, not even Mezner, but Nadia disagrees. When Yargo continues to refuse her demands, she makes it clear that she's done asking nicely...



chapter 7

industrial evolution

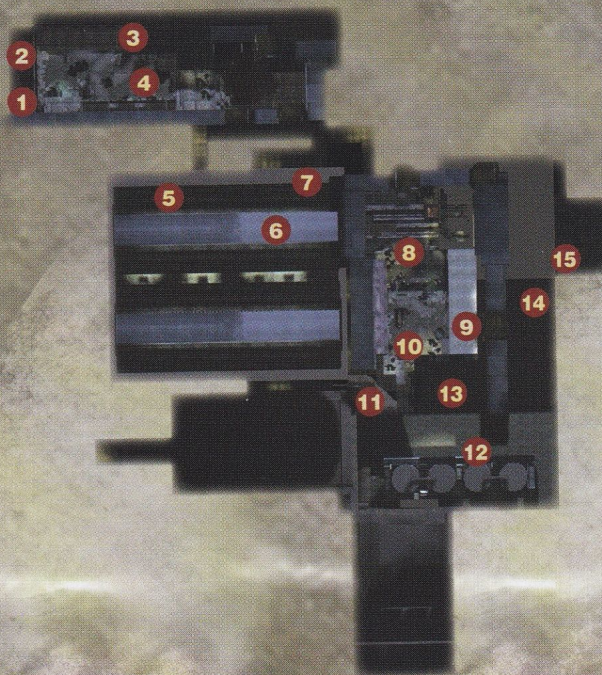
Tenno knows where Nadia and Mezner are holding Yargo, but knowing the location and getting there are two very different things. Tenno has a long, hard slog through Lasria's industrial district.



Slow But Steady

After a while, this chapter will seem like one extended battle. Expect to see enemies literally around every corner. Ammo conservation is especially important in the first half of the chapter, since ammo boxes are few and far between. Move slowly and carefully, taking out enemies from a distance with the Glaive whenever possible.

Part 1: Nighttime in the Switching Yard



Map Key

- 1 Start
- 2 Black Market Entrance
- 3 Ammo Box
- 4 6 Stingers
- 5 2 Ammo Boxes
- 6 Coolant Container (Frost)
- 7 Technocyte Webbing (Freeze to Destroy)
- 8 4 Advanced Howlers, 5 Stingers
- 9 Ammo Box
- 10 Chroma
- 11 Ammo Box
- 12 3 Stingers, Chroma
- 13 Ammo Box
- 14 4 Stingers
- 15 Stinger, Chroma, 6 Advanced Howlers

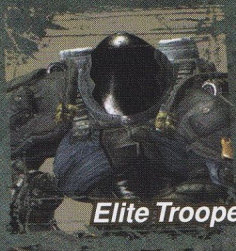
Chapter Checklist

- 1 Use a frost-charged Glaive to shatter the Technocyte webbing in the train yard.
- 2 Fight through the train yard and into the underground.
- 3 Destroy the last remnants of the Lasrian military in the industrial district.
- 4 Enter the factory.
- 5 Fight through the factory to reach Yargo.
- 6 Defeat the Stalker.
- 7 Free Yargo.

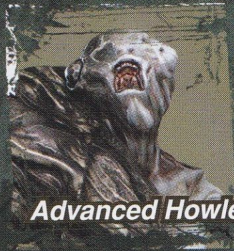
Enemy Units



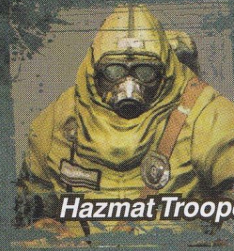
Chroma



Elite Trooper



Advanced Howler



Hazmat Trooper



Howler



Stalker



Stinger



Trooper

Objective:

Destroy the Technocyte webbing in the train yard.

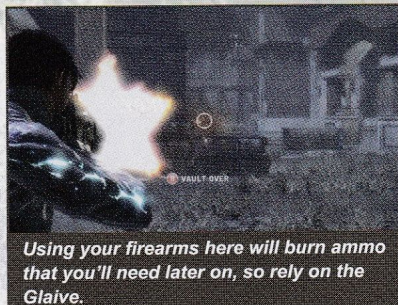
There is a **BLACK MARKET ENTRANCE** right in front of the start point. Use it to prepare for the upcoming battles. Your two firearms should use two different ammo types to avoid depleting your ammunition supplies. Select weapons that are accurate at long distances but useful at short ranges. The vast majority of enemies are all Technocyte infected, so guns with Enferon Shells upgrades are important.

THE KORBOV TK6

This is the first chapter where the Korbov TK6 assault rifle is available for purchase, and it's worth every ruble of its hefty price tag. Accurate at range and downright lethal up close, it's the firearm of choice for the discriminating Technocyte hunter.

Creep past the Black Market entrance, turn right, and use the Glaive to grab an **AMMO BOX** a short distance away. Move into the open courtyard and fight the Stingers that leap into it from the windows of the buildings surrounding it. Use Power Throws and decapitating Glaive headshots to conserve ammunition.

The Stingers leap back and forth between the ground and the second-floor balcony, but rather than try and chase them, wait until they're on the ground to attack. Much of the balcony is out of range of the Glaive, and as long as you're behind some decent cover and don't advance too far into the courtyard, they can't cause damage from the balcony.

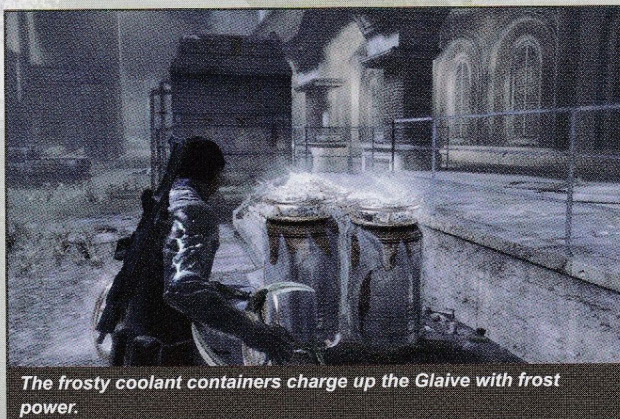


Using your firearms here will burn ammo that you'll need later on, so rely on the Glaive.

FALL BACK

Retreating to the Black Market entrance is an option if you get overwhelmed in the courtyard. You can still aim out of the nearby windows to hit Stingers, and there's no need to worry as much about them rushing your position.

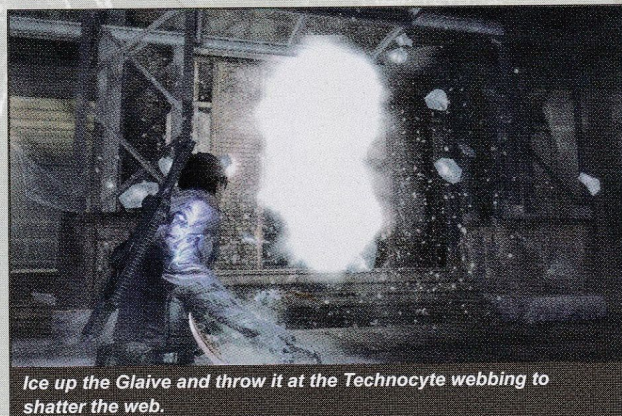
You can also charge up the Glaive with frost energy by hurling it at the coolant containers in the courtyard. A frost-charged Glaive will freeze a Stinger solid, killing it in a single shot. And don't forget to use Energy Pulse when the Glaive is charged to detonate the Glaive and damage nearby enemies.



The frosty coolant containers charge up the Glaive with frost power.

Other than the ammo box near the start of the level, there are no items in the courtyard, so go through the tunnel at the end of it to access the beginning of the train yard. There are two **AMMO BOXES** hidden around the corner from the entrance.

Throw the Glaive at the large coolant container on the train to power up the Glaive with frost. Throw the icy Glaive at the sheet of Technocyte webbing that blocks the passageway near the entrance to destroy the web.

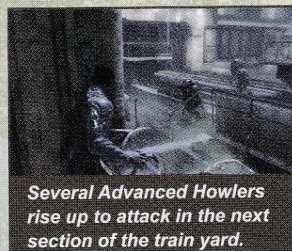


Ice up the Glaive and throw it at the Technocyte webbing to shatter the web.

Objective: Defeat a Chroma.

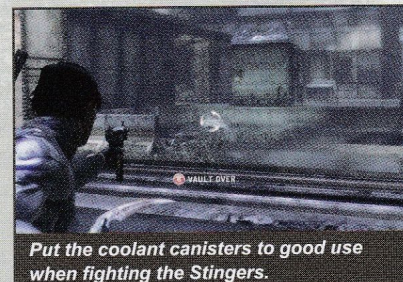
Proceed through the winding hallway beyond the webbing to reach another section of the train yard, where several Advanced Howlers crawl up from the train tracks and

attack. Leading them back down the winding hallway is a good strategy, since it frames them in the narrow corridor and makes it practically impossible to miss them.



Several Advanced Howlers rise up to attack in the next section of the train yard.

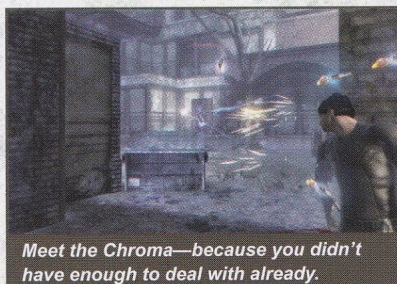
Luring the Advanced Howlers down the hallway also keeps you from having to fight them at the same time as the five Stingers that leap into the train yard. When fighting the Stingers, don't miss a chance to ice up the Glaive with the coolant canisters on the left side of the yard beyond the concrete barricade.



Put the coolant canisters to good use when fighting the Stingers.

There's an **AMMO BOX** in an alcove on the left side of the train yard. Pick it up and proceed further into the train yard to face a new type of enemy—the Chroma. Chromas are a highly evolved version of Technocyte-infected humans that can turn almost completely invisible, leaving only a faint outline of blue energy. They can also fire blasts of this same blue energy, which inflict tremendous damage on direct hits.

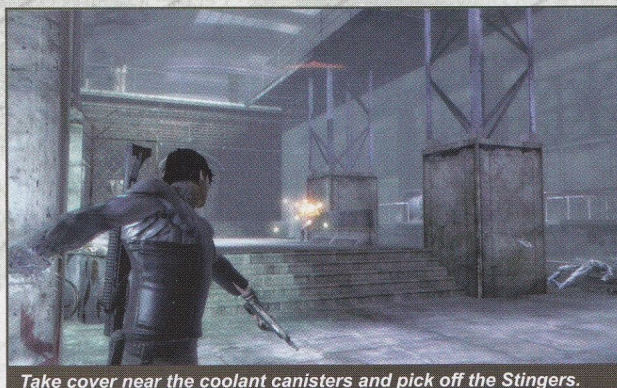
The best way to fight a Chroma is to freeze it with an icy Glaive, since that kills it in a single shot. You can hit a Chroma whether it's visible or not.



RIGHT BACK AT YOU

Use Shield Power to reflect the Chroma's energy blasts back at it by keeping the Chroma centered in your targeting reticule when Tenno's shield is up. This trick works wonders against Stingers, too.

Continue through the train yard and make a U-turn beyond the wire fence to get to the other half of the yard. There is an **AMMO BOX** near the fence, and more Stingers are hidden near the next train. Use the stack of coolant canisters near the wire fence to get rid of them.

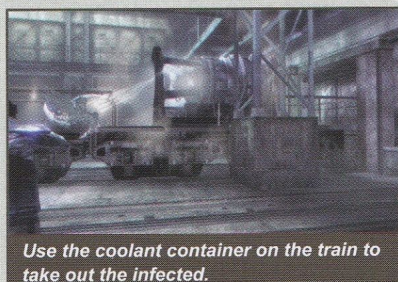


Approach the door at the other end of the train yard cautiously, because there's another Stinger and a Chroma hiding in the hallway. Behind them are six Advanced Howlers that attack as soon as you round the first bend in the hallway. Be ready for them with an icy Glaive to cut their numbers down quickly. When the hallway is clear of enemies, go through the metal door at the end of it to proceed to the next area.

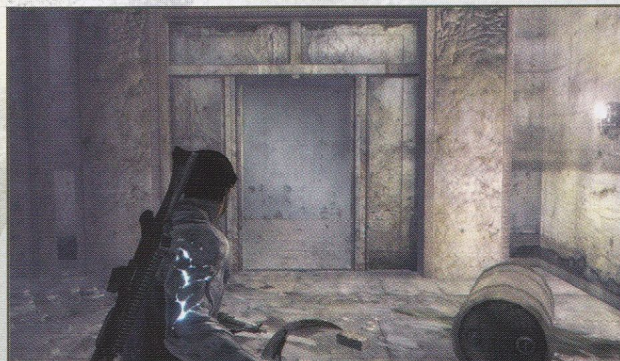
Objective: Continue through the train yard.

Go through the passageway at the end of the courtyard. While passing a dead Trooper, a frantic communication from his radio is heard from his brothers in arms: "Don't let them get to the charges!"

Collect the **AMMO BOX** at the end of the passageway and proceed into the next part of the train yard. Ice up the Glaive with the coolant



container on the train, and use it to eliminate the three Stingers and Chroma that appear.



Part 2: To The Underground

Map Key

- 1 Start
- 2 Ammo Box
- 3 6 Stingers
- 4 8 Advanced Howlers
- 5 Ammo Box
- 6 3 Stingers
- 7 3 Stingers
- 8 Ammo Box
- 9 Ammo Box
- 10 5 Troopers
- 11 Elite Trooper
- 12 Gate Switch
- 13 Upgrade Slots Upgrade
- 14 To the Underground

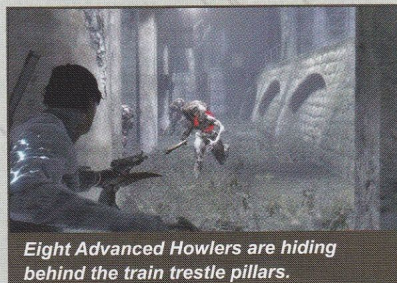


Objective: Reach the railway platform.

Pick up the **AMMO BOX** at the start of the next area, then go through the nearby doorway. Don't be distracted by the train passing in the next area, or you won't notice the Stingers creeping into the area. Three more Stingers hide behind the stone archways at the far end of the area. Locate the coolant canisters near the archways and use them to eliminate the Stingers.

Descend the stairs beyond the stone archways to reach an area underneath the train trestle.

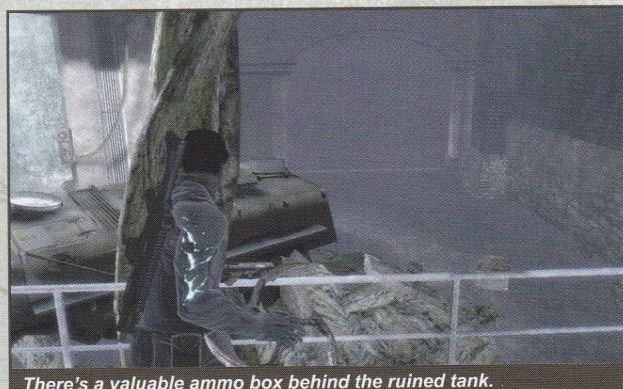
Advance carefully, because there are eight Advanced Howlers hidden amongst the trestle's support pillars.



Eight Advanced Howlers are hiding behind the train trestle pillars.

Collect an **AMMO BOX** from an alcove near the trestle pillars after clearing the area of enemies. As the train track above curves to the left, be on the lookout for three more Stingers. Use the nearby coolant canisters to freeze them with the Glaive.

There are more Stingers in the tunnel just beyond the elevated railway platform, so ice up the Glaive before climbing the platform stairs and take them out. Before entering the tunnel beyond the railway platform, look down and to the left to find an **AMMO BOX** behind a ruined tank. Steal it with the Glaive and enter the tunnel.



There's a valuable ammo box behind the ruined tank.

Objective:

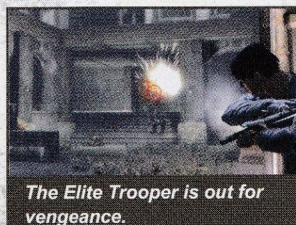
Destroy the Lasrian military encampment.

Enter the tunnel beyond the railway platform and move down it slowly. When you hear gunfire and the voices of human soldiers, don't move any further until the shooting stops. This indicates that the nearby encampment of Troopers has eliminated all infected in the area. Pick up the **AMMO BOX** at the end of the tunnel.

Advance to the ruined train trestle pillars and use them for cover. Hurl the Glaive at the flaming debris to ignite it, then use the flaming Glaive to kill the Troopers. Energy Burst works especially well for eliminating enemies behind cover.

When the Troopers are history, move toward the building that they were hiding in, but don't enter it. Listen for the heavy metallic footsteps of an Elite Trooper, who slowly enters the fray.

As before, you must destroy both of the glowing blue cylinders on the Elite Trooper's shoulders before you can damage it by hitting the same areas again. If you're fast, you can do this while the Elite Trooper is still in the area where you fought the Troopers.



The Elite Trooper is out for vengeance.

Leading the Elite Trooper into the tunnel that leads back to the railway platform is an effective strategy, since you can use the narrow alcoves in the tunnel as cover while attacking the Elite Trooper with After Touch.

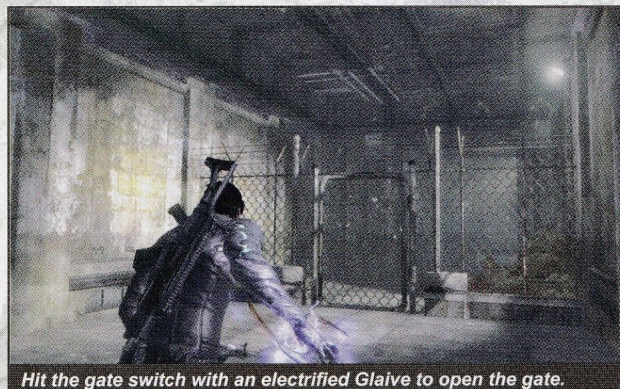


Use the tunnel to your advantage when fighting the Elite Trooper.

Objective:

Enter the underground train tunnels.

Charge up the Glaive with electricity from the fallen Elite Trooper and run into the building from which the Elite Trooper emerged. Hurl the electrified Glaive up and over the wire fence and use After Touch to hit a sparking control panel. This opens the fence's gate.



Hit the gate switch with an electrified Glaive to open the gate.

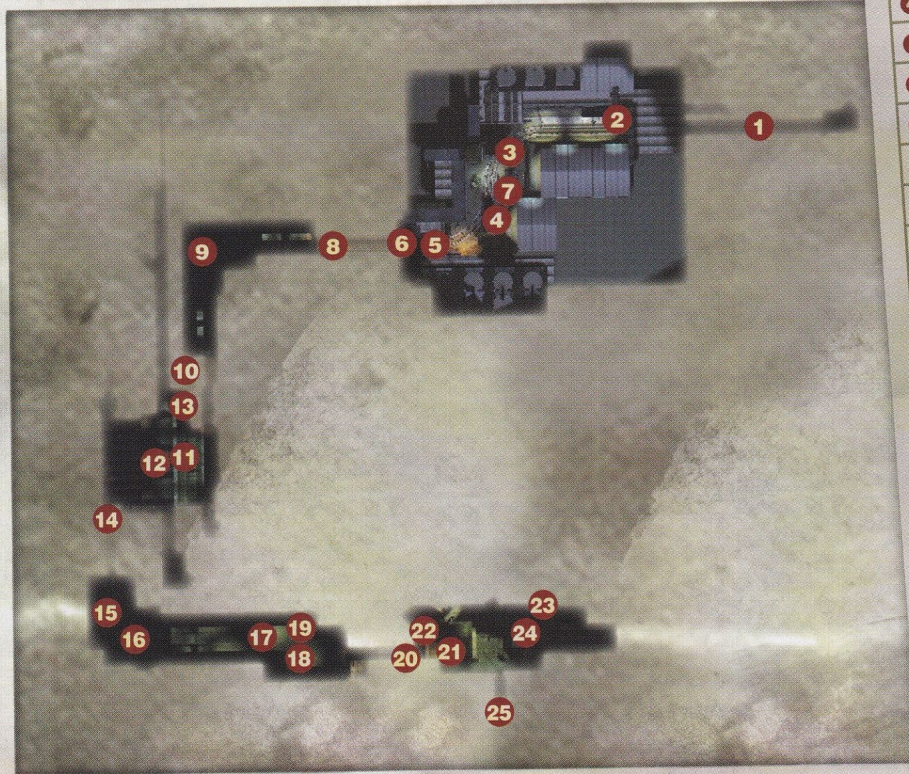
Go through the gate and into the train yard beyond it. Look up at the upper walkway to find an extremely valuable **UPGRADE SLOTS UPGRADE**. Steal it with the Glaive, then walk down the train tunnel to enter the underground railway.



STAYING IN RANGE

The Elite Trooper will not follow Tenno all the way down the railway tunnel. If you run back to the previous area, the Elite Trooper will wait at the exit of the railway tunnel.

Part 3: Underground



Map Key

- 1 Start
- 2 Ammo Box
- 3 3 Stingers
- 4 Stinger, Chroma
- 5 2 Stingers, Chroma
- 6 Wall of Flame (Freeze)
- 7 Puncture Upgrade
- 8 Cart (Push to Move)
- 9 Stalker Attack
- 10 Black Market Entrance
- 11 Ammo Box
- 12 5 Stingers
- 13 Ammo Box
- 14 Chroma
- 15 Ammo Box
- 16 Trooper, Cart
- 17 6 Troopers, 3 Ammo Boxes
- 18 Machinegun Emplacement
- 19 Rubles
- 20 Machinegun Emplacement
- 21 Howlers, Stingers, Chromas
- 22 Ammo Box
- 23 Clip Extender Upgrade
- 24 Ammo Box, Rubles
- 25 To Next Area

Objective:

Clear a path to the next tunnel.

Walk straight down the underground train tracks, then look to the right for an **AMMO BOX** at the end of the tunnel. Move cautiously forward to trigger the appearance of three Stingers near the first bend in the tracks.

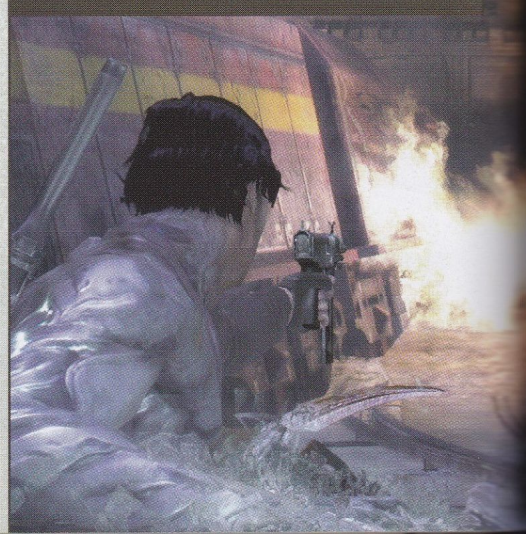


Yet more Stingers attack near the first bend in the tracks.

There's a Chroma and another Stinger near the derailed train car a little further down the tracks, so stay sharp. There are two more Stingers and another Chroma in front of the entrance to the next train tunnel, which is blocked by flame.

Kill the infected enemies, then ice up the Glaive with the nearby coolant canisters. Hurl the icy Glaive at the wall of flame blocking the tunnel to extinguish it. If you haven't already done so, pick up the **PUNCTURE UPGRADE** near the canisters and enter the tunnel.

Extinguish the wall of flame with a frozen Glaive.



Objective:

Destroy the next encampment of Troopers.

The path through the tunnel is blocked by a small cart. Approach it and follow the on-screen button prompt to push the cart further down the track, clearing a path to the elevated railway platform.

Step onto the elevated platform and continue down the tunnel. Pay attention to the round opening in the wall as the track begins to curve to the left. When Tenno walks by this tunnel, a creature reaches out of it and tries to grab him. This sneaky critter is the Stalker, and it's the boss at the end of this chapter. Quickly follow the on-screen button prompt to fight it off.



A Technocyte creature attacks from an opening in the tunnel wall.

At the end of this section of tunnel, you can go down a set of stairs and follow the train tracks to the next area, or you can continue down the elevated platform to reach a **BLACK MARKET ENTRANCE**. Visit the Black Market if you want, then continue along the train tracks.



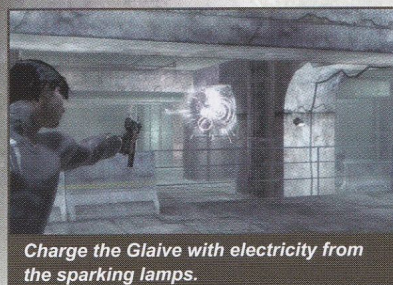
The Black Market entrance provides a chance to apply some of the upgrades you've collected so far.

Go up the stairs to the next railway stop and use the pillar at the end of the chain-link fence for cover against the five Stingers hiding amongst the area's stone pillars. (You can also pick up a nearby **AMMO BOX** from here.)

Chain-Link Fences

Chain-link fences allow the spikes of Stingers and the Chroma's energy blast to sneak through, as well as Tenno's gunfire, but the Glaive cannot penetrate a chain-link fence.

Move forward along the pillars and pick off hiding Stingers, then use After Touch to hit them and search for them without exposing yourself to their attacks. You can hit any



Charge the Glaive with electricity from the sparking lamps.

of the sparking lamps in the area to charge up the Glaive with electricity, but remember that each lamp is a single-use charge.

Collect another **AMMO BOX** from the platform, then cross over to the platform that the Stingers were on. There is a Chroma hiding at the entrance to the next train tunnel. Defeat the Chroma and enter the tunnel.

Follow the train tracks as they curve left. Look for an **AMMO BOX** on the elevated walkway to the right, but watch out for a Trooper that rushes up from behind a cart further down the tracks.



A Trooper rushes toward Tenno. What are the odds he's not alone?

Just beyond the cart, the sounds of gunfire echo through the tunnels—it's another battle between Troopers and the infected. Hold your position behind the cart until the shooting stops, indicating that the infected are all dead.

The cart blocks your path, so approach it and follow the on-screen button prompt to push it further down the line. Doing so attracts the attention of several entrenched Troopers in the tunnel ahead.

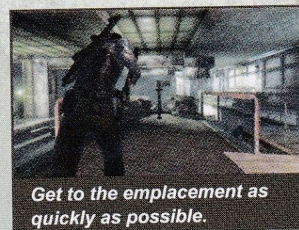
Having a Blast

There are two stacks of explosive barrels in the area and the Troopers are foolish enough to use them for cover. Hit the barrels to blow them up, but watch out for the way they bounce and ignite other barrels.

There are several carts in the area to use for cover against the Troopers. When it's time to advance, push a cart forward and stay with it, continuing to use it for cover against the Troopers and the machinegun emplacement on the next elevated platform.

When the area is clear of Troopers, pick through the devastation to find three **AMMO BOXES**. Look down near the train tracks by the machinegun emplacement to find some **RUBLES**.

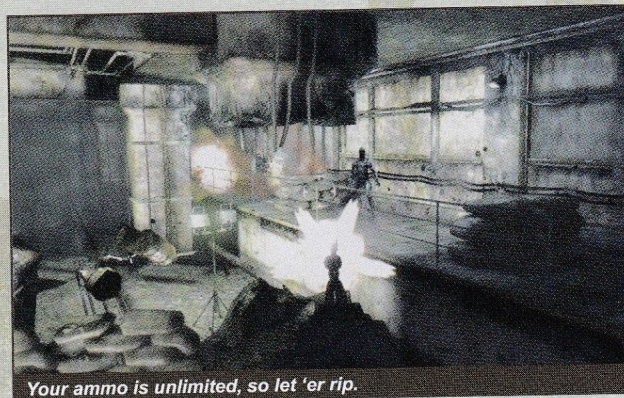
Use the elevated platform to reach the transport cars. Vault over their railings while continuing down the tunnel toward an machinegun emplacement, this one unmanned. Get there as fast as possible, because a massive wave of Howlers, Stingers, and Chromas will soon appear.



Get to the emplacement as quickly as possible.

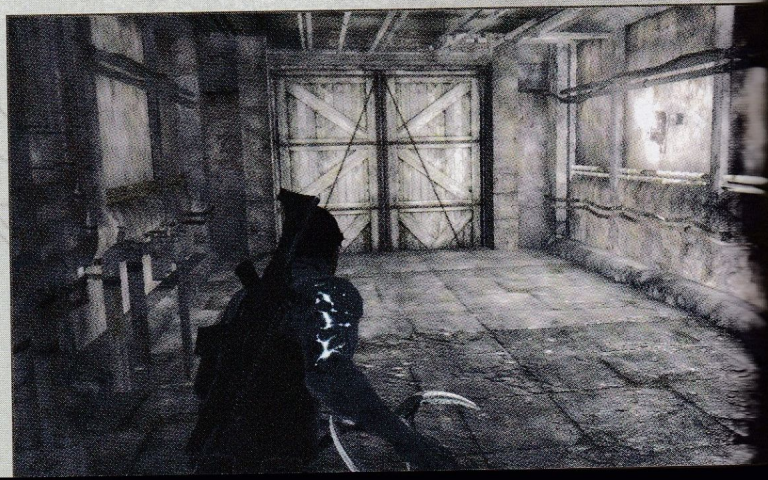
Mow down all enemies with the emplacement gun by sweeping back and forth across the area. If you try to pick one of them off at a time, you will be overwhelmed in seconds. Remember, injured enemies are stunned for a second or two, which keeps them from attacking and advancing.

There are also several clusters of explosive barrels around your field of fire. Shoot them as you're sweeping the tunnels to catch some of the infected in the blasts.



Your ammo is unlimited, so let 'er rip.

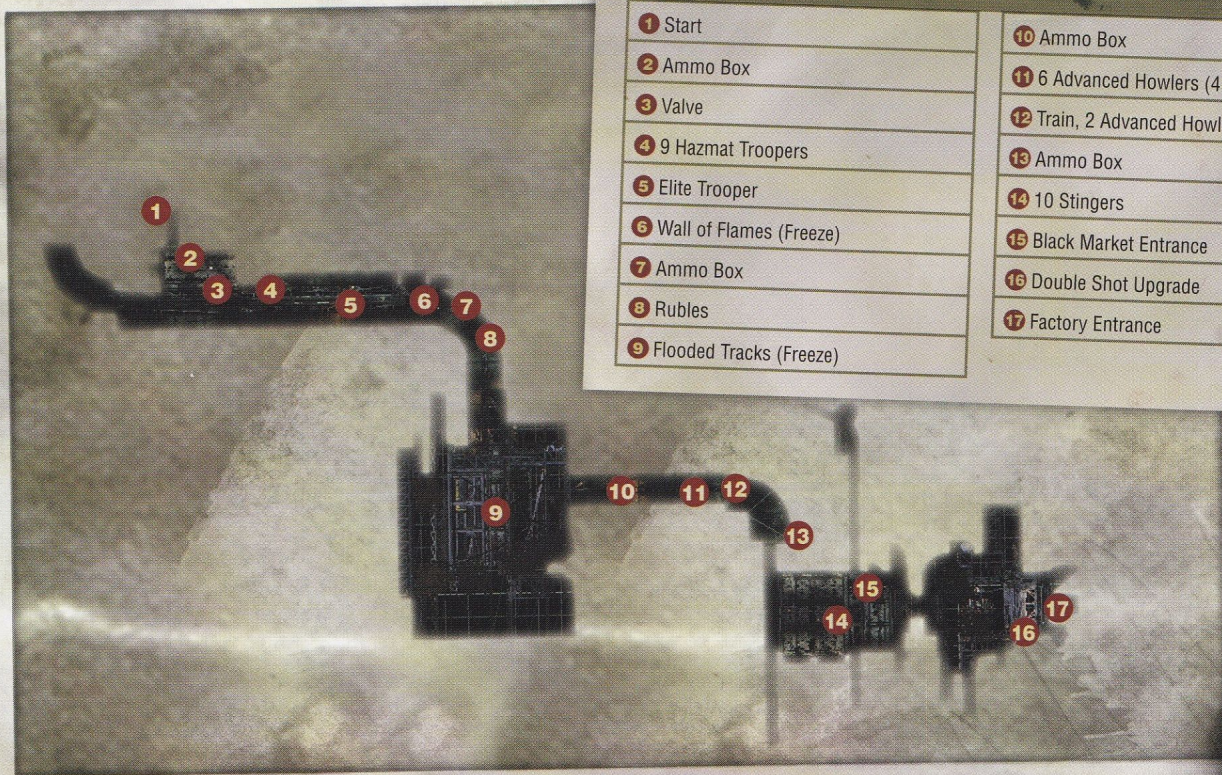
Once the area is clear, search the tunnel to find two **AMMO BOXES**, some **RUBLES**, and a **CLIP EXTENDER UPGRADE**. Get back onto the elevated platform and follow the short hallway at the end of it to reach the door to the next area.



Part 4: To the Factory

Map Key

- | | |
|---------------------------|---|
| 1 Start | 10 Ammo Box |
| 2 Ammo Box | 11 6 Advanced Howlers (4 type a 2 type b) |
| 3 Valve | 12 Train, 2 Advanced Howlers |
| 4 9 Hazmat Troopers | 13 Ammo Box |
| 5 Elite Trooper | 14 10 Stingers |
| 6 Wall of Flames (Freeze) | 15 Black Market Entrance |
| 7 Ammo Box | 16 Double Shot Upgrade |
| 8 Rubles | 17 Factory Entrance |
| 9 Flooded Tracks (Freeze) | |



Objective:

Destroy another Lasrian military encampment.

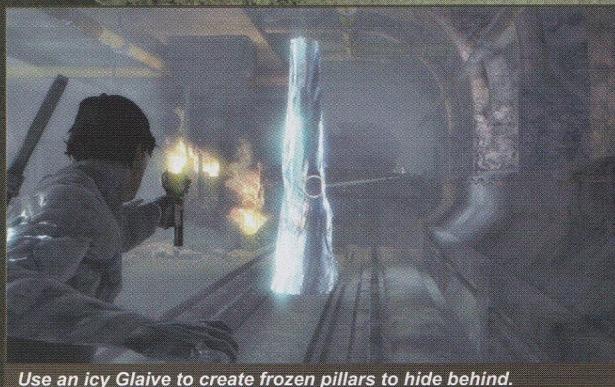
Move forward from the start point into another railway stop. Pick up the nearby **AMMO BOX**, and go toward the shining valve across the platform from the starting



The tunnel is filled with entrenched Hazmat Troopers.

position. Be ready to duck behind a concrete pillar for cover, because there are several Hazmat Troopers just beyond the edge of the platform.

Kill the nearest foes, then turn the valve to start the flow of water through the tunnel's leaky plumbing. Hit the coolant container on the derailed train car to ice up the Glaive, then throw it into the water coming down from the ceiling to freeze them into solid pillars of ice. These pillars will never melt or shatter, so use them as cover while advancing through the tunnel.



Use an icy Glaive to create frozen pillars to hide behind.

Once the Hazmat Troopers are no more, move carefully down the tunnel because there's an Elite Trooper hiding behind some flaming wreckage.

This Elite Trooper is surprisingly stealthy, considering his armor was never designed for it.



Objective:

Reach the entrance to the factory.

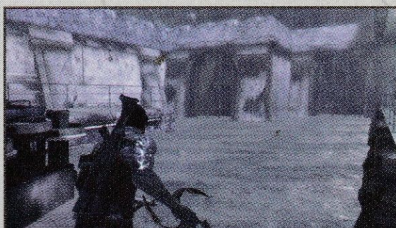
Once the Elite Trooper is down, ice up the Glaive and hurl it at the wall of flames spanning across the next section of tunnel to extinguish them. Continue past the flames and into the tunnel, picking up an **AMMO BOX** and some **RUBLES** along the way.

You can continue through the next doorway or keep walking down the tracks. Either way, you will end up at an elevated platform near some flooded tracks. You must cross the tracks to reach another elevated platform on the other side of the water, which is electrified by the train tracks.



This deep water is electrified by the train tracks.

To cross the water, use the nearby derailed coolant container to ice up the Glaive, then throw it into the water



Freeze the water with the Glaive to cross it.

to freeze it. This enables Tenno to walk across the ice and onto the next platform. Go through the metal door on the platform.

Pick up the **AMMO BOX** on the other side of the door and light the Glaive on the flaming rubble ahead. Step onto the train tracks and start walking forward to lure out some Advanced Howlers. A flaming Glaive makes it easier to execute finishers in melee combat.



The flaming Glaive helps make short work of these foes.

Walk a little further down the tracks, but be ready to dive off to the left when you hear a train horn. The train misses Tenno by inches, but it also plows through several more Advanced Howlers. Once the train passes, eliminate the rest of them.



The train annihilates the enemies.

Pick up the **AMMO BOX** from the elevated platform at the end of the tracks, then continue through the tunnel. The tracks end at another railway stop that's crawling with Stingers. Use the sparking lamps as one-time electrical power-ups for the Glaive, and ice up the Glaive with the nearby coolant canisters. Use Energy Pulse to hit hard-to-reach enemies, and scout and seek out foes with After Touch to clear the area.

Cross the platform and look for the **BLACK MARKET ENTRANCE** near the tracks beyond it. Visit the Black Market if you want, then climb the stairs leading up out of the underground.



Don't miss the Black Market entrance near the train tracks.

The stairs lead to the courtyard outside of a factory, which is your next stop.

Pick up a **DOUBLE SHOT UPGRADE** from underneath the pickup truck in the courtyard, then climb the stairs and enter the factory through the front door.



Part 5: The Factory

Map Key

- 1 Start
- 2 Stalker Appearance, 4 Stingers, Chroma
- 3 5 Advanced Howlers
- 4 Ammo Box
- 5 4 Advanced Howlers
- 6 Stopping Power Upgrade
- 7 Ammo Box
- 8 3 Stingers, Chroma
- 9 Ammo Box
- 10 5 Stingers
- 11 Rubles
- 12 Water Valve
- 13 Ammo Box
- 14 5 Stingers, Chroma
- 15 5 Stingers, Chroma
- 16 Ammo Box
- 17 Chroma
- 18 Ammo Box
- 19 Black Market Entrance, Ammo Box

Objective:

Reach the main floor of the factory.

The factory is crawling with Stingers and Chromas. It's not so much a series of enemy encounters as it is one extended battle. The main goal is to fight all the way through to the entrance to the next area and the boss fight against the Stalker.

Don't expect to take more than several steps without facing more enemies. Listen for the roars that signal their appearance, and be ready to leap behind cover at a moment's notice. Don't hesitate to fall back to areas that you've already cleared, for the sake of healing up from an ambush.

Upon first entering the factory, move forward to see the Stalker crawl into the ceiling on the opposite side of the room. Four Stingers and a Chroma appear in its place and attack. The time for ammo conservation has come to an end—kill as many of the enemies as possible while they're still across the room, before they swarm in quickly.



The Stalker appears here, but it leaves the fighting to the Stingers and Chroma.

When most of the enemies are gone, several Advanced Howlers burst through a door and attack. Eliminate them, grab an **AMMO BOX** from one of the area's lower ledges, and continue into the next hallway. There are more Advanced Howlers in the hallway. Eliminate them and continue down the hallway to reach the factory's main floor.

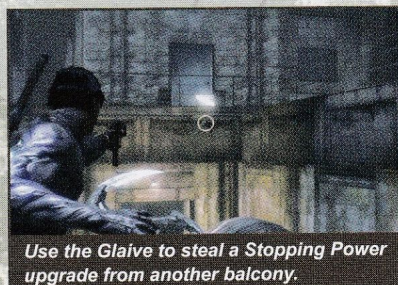
Objective: *Fight through the main floor of the factory.*

Walk onto the balcony at the start of the main factory floor and use Steal to pick up a **STOPPING POWER**

UPGRADE from a distant balcony.

Also, look down and to the left to locate an **AMMO BOX** in an alcove.

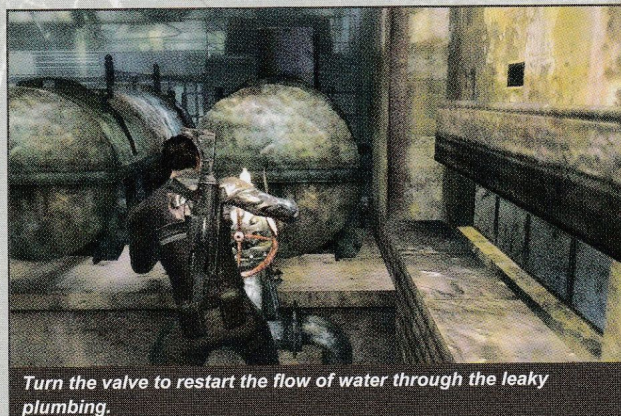
Descend the stairs to the ground level of the factory floor. As soon as you hear the roar of a Stinger, run back up the stairs and take cover near the entrance. This first wave of enemies contains three Stingers and a Chroma. Kill them all before going back down the stairs



Use the Glaive to steal a Stopping Power upgrade from another balcony.

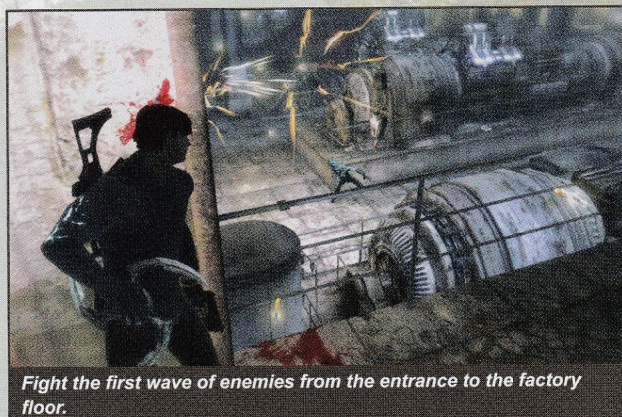
Continue moving through the factory floor toward the place where the second wave of Stingers appeared. Head up the stairs near some **RUBLES**, then go through the nearby doorway and through several smaller rooms.

From the exit of the last room, locate a valve and a coolant tower beyond that. Five Stingers and a Chroma leap down into the factory floor near the coolant tower. Run forward and turn the valve to send water coursing through the factory's plumbing and cause water to flow down at several points from the leaky pipes overhead.

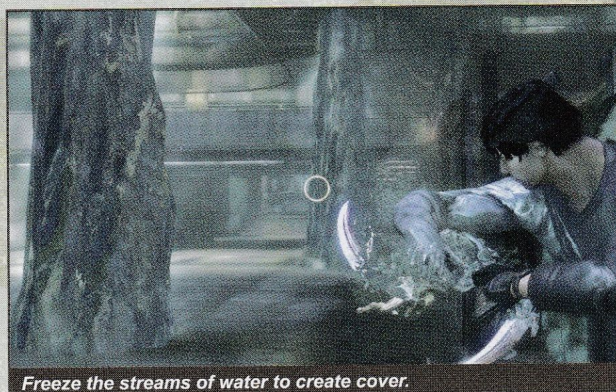


Turn the valve to restart the flow of water through the leaky plumbing.

Using the water tanks near the valve as cover, aim at the coolant tower and throw the Glaive at it to ice it up. Flung the icy Glaive at the water streaming down from the ceiling to create a series of ice pillars to use for cover. Before advancing, pick up the **AMMO BOX** behind the conveyor belt near the water valve.



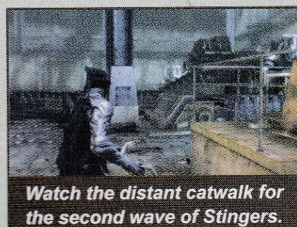
Fight the first wave of enemies from the entrance to the factory floor.



Freeze the streams of water to create cover.

There is another **AMMO BOX** in an alcove at the bottom of the stairs. Advance around the first turbine to lure more

Stingers out of hiding—watch for them on the catwalk at the far side of the factory floor. Unless you're especially skilled at close-quarters combat, it's best to retreat to the entrance and take them out from there.



Watch the distant catwalk for the second wave of Stingers.

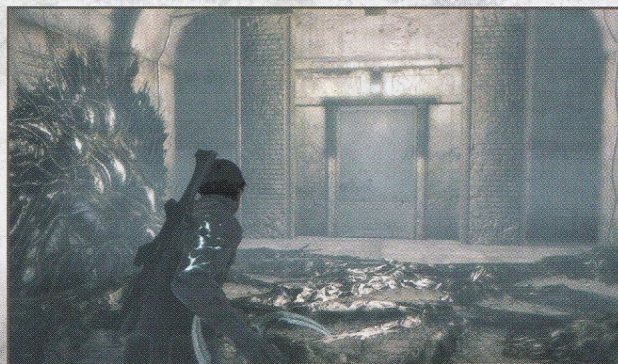
As you round the next corner, more more Stingers and another Chroma rush into the factory floor to attack. You can create another ice pillar for cover here if you need it. When the area is secure, advance forward and pick up an **AMMO BOX** from a conveyor belt.

The factory floor is free of enemies until you reach the metal staircase leading down, where you'll find a Chroma at the bottom of the stairs. Back up and steer an After Touched Glaive carefully through the railings to hit the Chroma from a safe distance.



Use After Touch to defeat the Chroma at the bottom of the stairs.

Collect the **AMMO BOX** from the bottom of the stairs and continue forward to find a **BLACK MARKET ENTRANCE** and a second **AMMO BOX**. Visit the Black Market to equip Tenno with rapid-fire weapons that have high firepower (and preferably Enferon Shells upgrades), then go through the metal door to reach the boss fight against the Stalker.



Part 6: Boss Fight—Stalker

Objective:
Defeat the Stalker.



The Stalker is an old Technocyte creature, making it significantly more powerful than the recently infected.

Upon entering the next area, a cinematic shows Yargo tied to a chair on a distant ledge. Tenno calls out to him, but Yargo remains suspiciously silent. The reason is revealed as the Stalker allows itself to become visible, its claws at Yargo's throat.

boss battle

stalker

There are two stages to this fight. During the first stage, the Stalker charges straight at Tenno while it is invisible, swipes at him with its claws (becoming visible in the process), and retreats to the other side of the combat arena, becoming invisible once again.

Slashed

The Stalker's slashing attack usually won't kill Tenno in a single hit, but it will definitely leave him at death's door until you take a few seconds to heal.

To avoid the Stalker's charge, simply dodge to one side or the other just before it reaches Tenno. Watch the surface of the water for the splashes that betray the invisible creature's location.



The Stalker might be invisible, but the water gives away its location.

The Stalker is still vulnerable even when it's invisible, so don't wait for it to appear before attacking. A rapid-fire, powerful firearm is the best weapon to use against the Stalker. If you're not dodging the Stalker's attack, and you know more or less where the creature is, you should constantly be attacking it.



Unfortunately for the Stalker, "invisible" doesn't mean "invincible."

AIM LOW

The Stalker hunches down on all fours when it charges, so aim just above the surface of the water when you see the splashes.

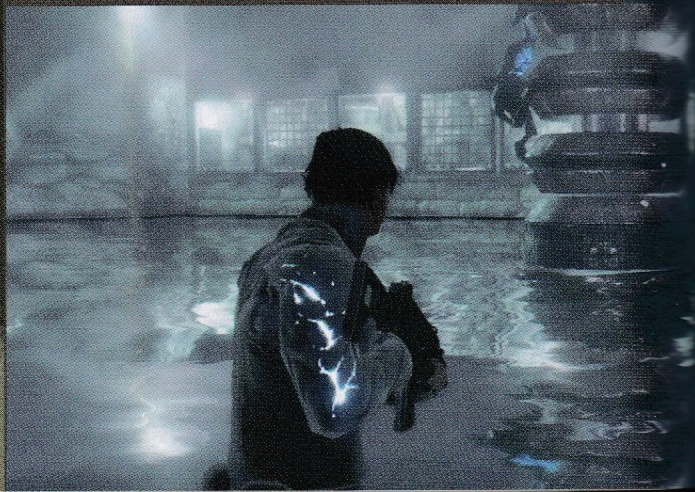
You can also ice up the Glaive by hurling it into the coolant canisters that pass by the arena on a conveyor belt. The Stalker is too powerful to kill by freezing it solid, but a hit from the frozen Glaive will temporarily freeze its feet providing several valuable seconds to unload against it.



Use the frosty coolant canisters on the conveyor belt to ice up the Glaive.

After taking significant damage, the Stalker quickly scales one of the two pillars in the arena. After a few seconds, it leaps out from one of the round openings that line the arena. To avoid this attack, keep moving in unpredictable patterns and don't go near the openings. When the Stalker appears, dodge immediately.

When the Stalker takes considerable damage, it flees to the ceiling and leaps at Tenno.



The Stalker now follows the same attack pattern, but it also throws in a projectile attack, similar to the Stinger's. Unlike the Stinger's attack, though, this one can kill Tenno in a single shot if it connects.



Watch out for the Stalker's lethal projectile attack in the second part of the battle.

SHIELDS UP!

Don't forget about Tenno's Energy Shield power. It reflects the Stalker's projectiles just as effectively as it reflects a Stinger's. Even better, you can fire through the side of the shield and hit the Stalker while you're protected from its projectile attack.

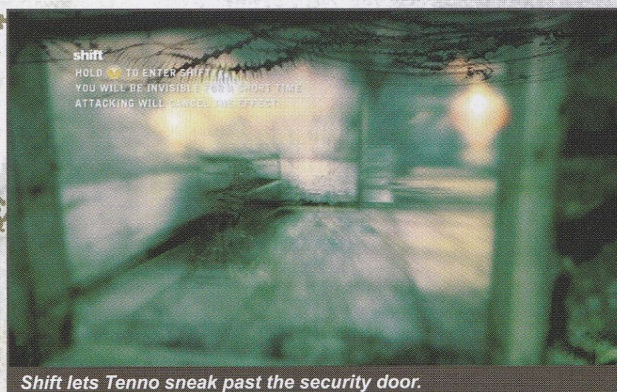
Once the Stalker has taken a critical amount of damage, it hunches over and turns red. Run up to it quickly and follow the on-screen button prompt to execute a finisher and kill the beast.



When the Stalker is vulnerable, execute a finisher to kill it.

Objective: Free Yargo.

After Tenno kills the Stalker, he gets the Shift ability, which enables him to temporarily become invisible. Attacking cancels the Shift power. Try it out by walking up the stairs leading up from the arena. A security door at the end closes when you approach, but if you Shift to become invisible, the door stays open. Go into the control room beyond the door, up the stairs, and through the double doors at the top of them.



Shift lets Tenno sneak past the security door.

The cinematic at the end of the chapter shows Tenno trying to help Yargo out of the factory. Tenno is about to use the anti-Technocyte booster on himself, but the Nemesis appears and distracts him.

Tenno's Glaive bounces harmlessly off of the Nemesis. Mezner arrives and dares Tenno to kill him, but the Technocyte virus in his veins won't allow him to strike the killing blow.

As Mezner stands triumphant over Tenno, Tenno injects himself with the booster, but something goes awry. Tenno seizes up, and his eyes roll back in his head. Mezner laments the potential that Tenno had and leaves him for dead on the cold floor.



chapter 8

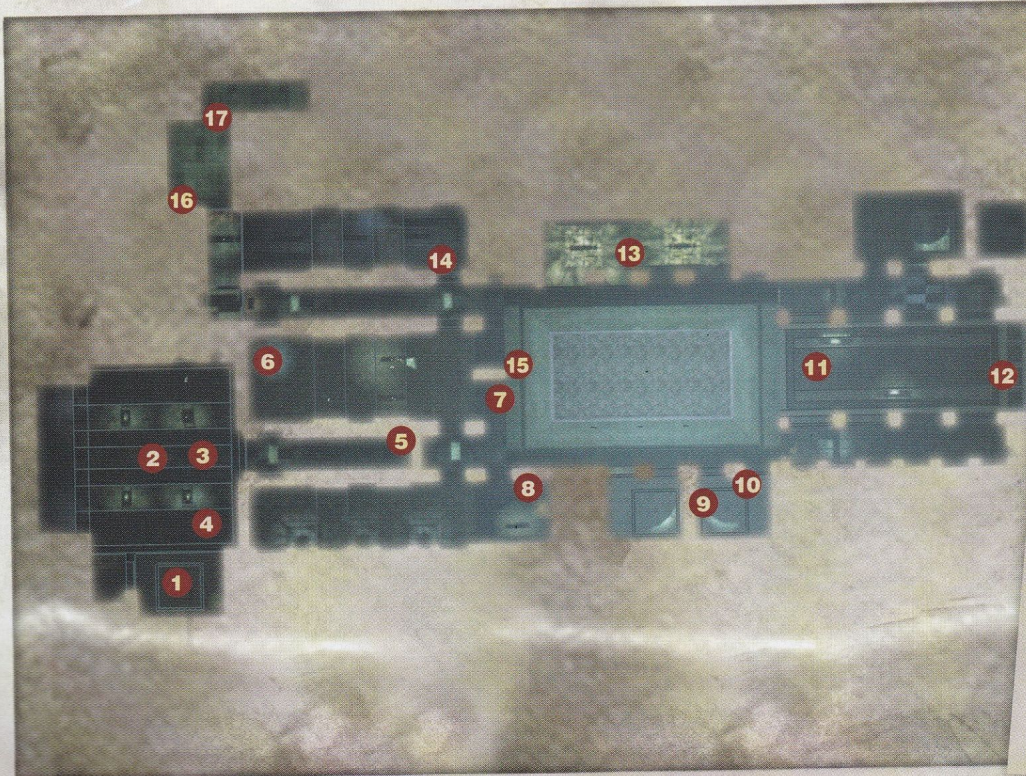
unnatural history

During his second encounter with Mezner and the Nemesis, Agent Tenno injected himself with an anti-viral booster that was supposed to keep Mezner from controlling Tenno through the Technocyte virus in his veins. But the booster was poisoned, apparently killing Tenno and causing Mezner and the Nemesis to leave him for dead.



Tenno survives, thanks to the timely assistance of Yargo. Yargo tells Tenno of the existence of a Proto-Armor suit that would give him the ability to fight the Nemesis. Tenno orders Yargo to flee to the security station and prepares to fight past a horde of Technocyte creatures released by Mezner's henchman.

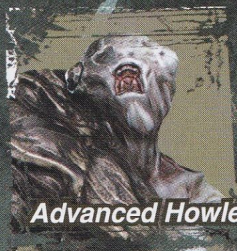
Part 1: Room to Room



Map Key

- 1 Start
- 2 9 Advanced Howlers
- 3 Ammo Box
- 4 Ammo Box
- 5 Ammo Box
- 6 Monitor w/Recorded Message
- 7 3 Advanced Howlers, Ammo Box
- 8 Accuracy Upgrade
- 9 Ammo Box
- 10 Ammo Box
- 11 9 Advanced Howlers
- 12 Ammo Box
- 13 4 Advanced Howlers, Stinger
- 14 Stinger
- 15 Ammo Box
- 16 Ammo Box
- 17 To Next Area

Enemy Units



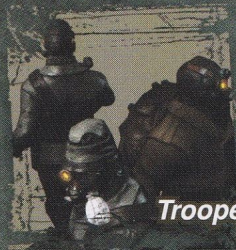
Advanced Howler



Chroma



Stinger



Trooper

Chapter Checklist

- 1 *Fight the Howlers that the Nemesis released in the hospital.*
- 2 *Unlock the malfunctioning security door in the hospital foyer.*
- 3 *Ride the elevator down to the subterranean research facility.*
- 4 *Bypass the automated security systems.*
- 5 *Acquire the Proto-Armor.*
- 6 *Eliminate the remaining Technocyte subjects in the research facility.*
- 7 *Eliminate the remaining Troopers in the research facility.*
- 8 *Return to the surface level.*

Objective:

Fight the recently released Advanced Howlers.

This chapter begins in the hospital room that Yargo brought Tenno to after the Enferon poisoning. After the cinematic, exit the room and approach the reception area, where you can hear the sound of chewing.

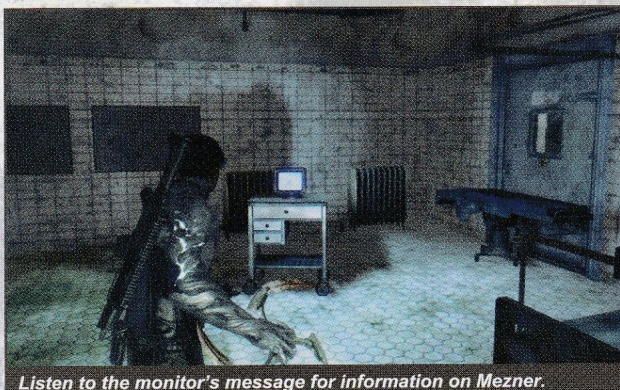
Kill the Advanced Howler gnawing on the soldier's corpse in the middle of the reception area, as well as the other Advanced Howlers that enter the area. The Advanced Howlers enter from multiple locations, so the best way to keep from being flanked is to remain in the doorway to the reception area and let them come to you.



It's called a "waiting area" for a reason. Let the Advanced Howlers come to you.

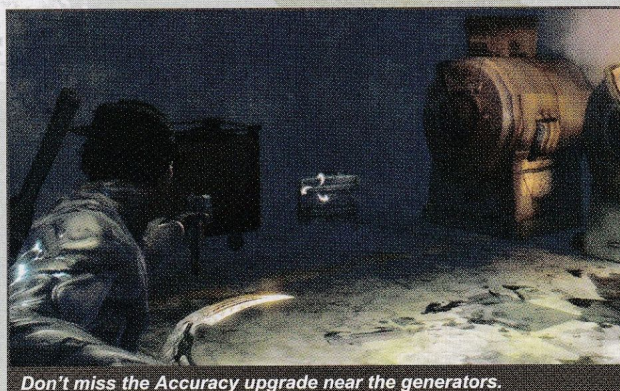
Pick up the **AMMO BOX** near the soldier's corpse and look behind the L-shaped desk to find another **AMMO BOX**. Proceed into the next hallway and look for a third **AMMO BOX** behind a gurney at the end of the hall.

Go through the only open doorway in the hall and walk through the room. A small monitor turns on as Tenno walks past it, playing a recorded message in a loop. Listening to it reveals some information on Mezner's history with the Technocyte project.



Listen to the monitor's message for information on Mezner.

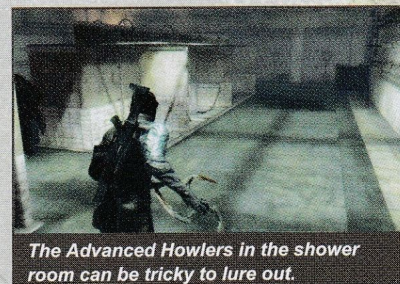
After listening to the message, proceed to the far end of the room to lure three Advanced Howlers out of hiding. Remain in the room that you're in and pick them off as they come through the doorway. Go into the room from which they appear to find an **AMMO BOX**, then look near the generators in the room across the hall to find an **ACCURACY UPGRADE**.



Don't miss the Accuracy upgrade near the generators.

Continue down the hall and duck into the next open door on the right side. There are two **AMMO BOXES** inside the room, as well as an operating table that Tenno can stand behind while picking off the Advanced Howlers that advance from the shower room across the hall.

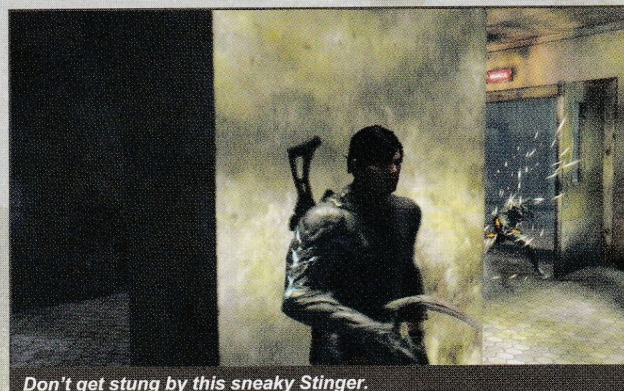
There are nine Advanced Howlers in the shower room and because they hide in the shower stalls, many of them will not rush out to attack until you walk right past them. Use After Touch to safely find and kill the Advanced Howlers. Sprinting around the room to lure them out of hiding is another effective (but much more dangerous) method.



The Advanced Howlers in the shower room can be tricky to lure out.

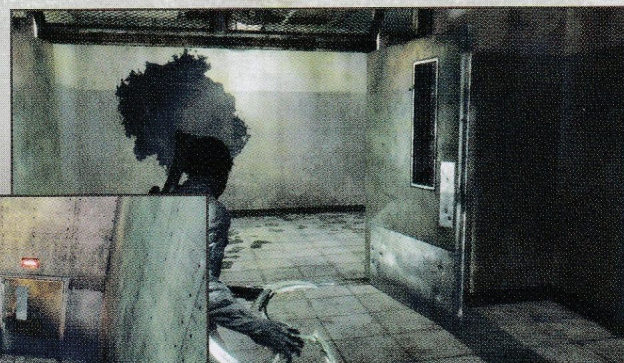
Proceed through the shower room and into the next hallway. As Tenno passes through the first set of open double doors, prepare to face four Advanced Howlers and a Stinger. Lure them back down the hallway to deny the Stinger the opportunity to fire from behind cover.

Another Stinger waits in ambush just beyond the next set of double doors. Shift to sneak up on it invisibly, or just lure it out from its hiding place and kill it. Duck into the small room on the left side of the hallway to pick up another **AMMO BOX**, then continue through the long room where the Stinger was hiding and enter the door at the end of it.



Don't get stung by this sneaky Stinger.

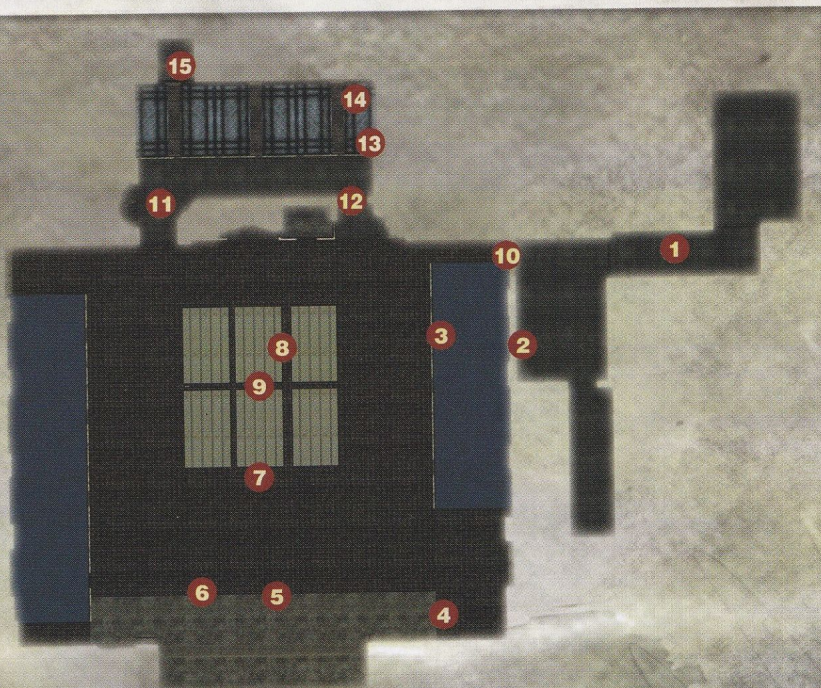
Follow the hallway to a stairwell. Collect an **AMMO BOX** at the top of the stairwell, then descend the stairs. Go through the door at the bottom of the stairs to reach the next area.



Part 2: The Foyer

Map Key

- 1 Start
- 2 Ammo Box
- 3 Stingers, Chromas
- 4 Ammo Box
- 5 Machinegun Emplacement
- 6 Ammo Box
- 7 Stingers, Chromas
- 8 Ammo Box
- 9 Clip Extender Upgrade
- 10 Ammo Box
- 11 Rubble Blocking Doorway (Throw Glaive)
- 12 Electrical Panel (Charge up Glaive)
- 13 Malfunctioning Door (Hit with Charged Glaive)
- 14 Automated Turret
- 15 Elevator (To Next Area)



Objective: Unlock the malfunctioning security door.

Upon entering the next area, Tenno will hear another recording that offers more insight into how Mezner became infected with the Technocyte virus. Use the Glaive to steal an **AMMO BOX** from the top of a nearby stairwell that is blocked with debris, then proceed into the next area, a vast two-story open foyer that is literally crawling with more Stingers and Chromas than you can count.

The longer you stay in this foyer, the more likely you will be overwhelmed by the seemingly never-ending stream

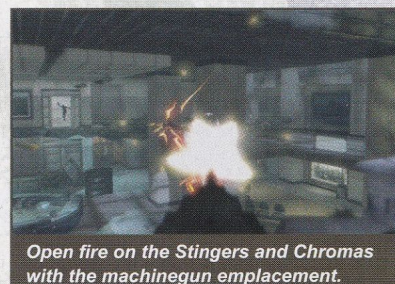
of Stingers and Chromas. Your strategy should be focused on advancing through the foyer as soon as you can clear a path through the enemies; don't worry about killing every enemy that appears.



The open foyer is crawling with Stingers and Chromas.

Start by clearing the Stingers from the pillars and planters near the second-floor entrance to the foyer. Advance along cover down the foyer, and steal the **AMMO BOX** from the top of a sign in the corner.

When you reach that corner, turn invisible and run up the nearby stairs to reach a machinegun emplacement with an **AMMO BOX** nearby. Use the emplacement to blast the Chromas and Stingers on the ground floor. Be ready to abandon the emplacement and use Shield Power or duck behind the nearby sandbags if you start taking heavy fire from the enemies.

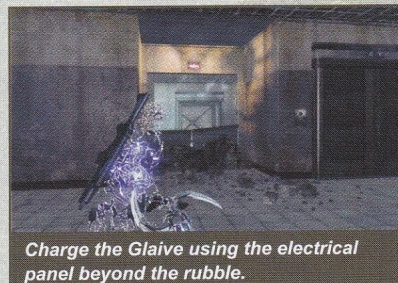


Open fire on the Stingers and Chromas with the machinegun emplacement.

After thinning out the enemy ranks, vault over the sandbags and run down the stairs to reach the ground floor. If any enemies open fire on Tenno, use Shift to become invisible and quickly get away from them.

Run directly across the foyer's ground floor, keeping the round reception desk to your right. Approach the pile of rubble blocking the doorway in front of it and throw the Glaive through the doorway. Use After Touch to guide the Glaive to the right and steer it into a sparking electrical panel to charge it up.

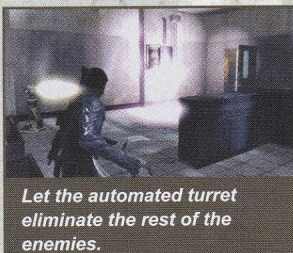
As soon as the Glaive is charged, turn right and run between the pile of rubble and the reception desk. Turn left after the pile of rubble and hurl the electrified Glaive into the malfunctioning door to open it.



Charge the Glaive using the electrical panel beyond the rubble.

Objective: Enter the subterranean level of the facility.

Do not stand in the doorway, because an automated machinegun turret opens fire on anything that crosses in front of the door when it opens. Use Shield Power or Shift to run into the room and position Tenno so that its laser sight can't touch him. The turret will continue to seek out and kill any remaining Stingers or Chromas in the foyer.

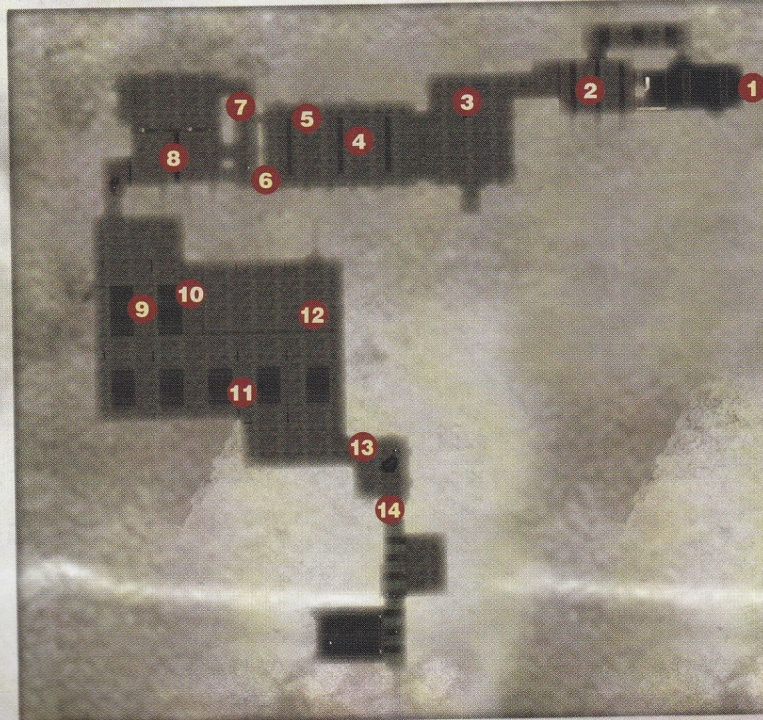


Let the automated turret eliminate the rest of the enemies.

You'll know when the last of the Chromas and Stingers has been killed, because the automated turret stops firing and another recorded message starts playing. Disable the automated turret by charging up the Glaive at the electrical panel and hurling it at the turret. Search the foyer's ground floor to find two **AMMO BOXES** and a **CLIP EXTENDER UPGRADE**. When you are ready to proceed to the next area, step into the elevator near the automated turret.



Part 3: Dodging Deathtraps



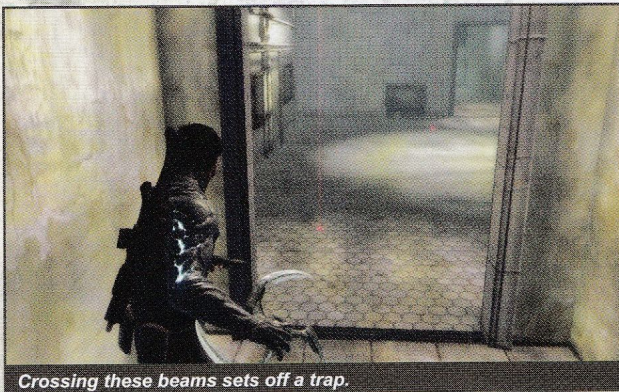
Map Key

- 1 Start
- 2 Enferon Gas Trap (Shift to Avoid)
- 3 3 Advanced Howlers
- 4 2 Advanced Howlers
- 5 Automated Turret (Shift to Avoid)
- 6 Automated Turret (Shift to Avoid)
- 7 4 Advanced Howlers, Ammo Box
- 8 Enferon Gas Trap (Shift to Avoid)
- 9 3 Chromas
- 10 Ammo Box
- 11 3 Chromas
- 12 Fire Power Upgrade
- 13 Chroma
- 14 To Proto-Armor (End of Area)

Objective: Acquire the Proto-Armor.

The elevator stops in the subterranean research facility underneath the hospital. Walk forward from the start point and listen for a siren from the next room. This is not an immediate threat, but you must enter that room to continue. Before you do so, however, listen carefully to another recording about Mezner's reaction to the Technocyte infection.

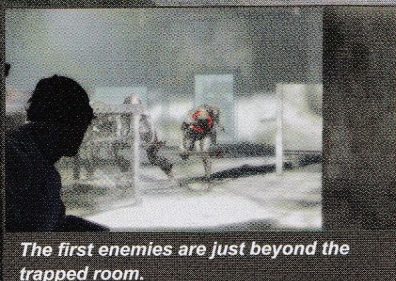
Return to the room you started in and you will see that the door to the next room is open and the siren is still blaring. Peer through the open door to see three vertical laser beams sweeping back and forth across the floor.



Crossing these beams sets off a trap.

If you interrupt these beams, the room will flood with Enferon gas and the doors will lock shut after a couple of seconds. You must sprint out of the room immediately if you trigger the gas. You can either walk carefully around the laser beams to avoid setting off the trap, or you can Shift to become invisible and walk right through them.

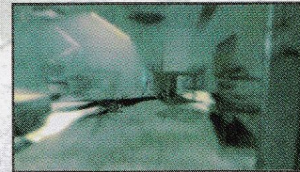
The next room has more Advanced Howlers in it. Two more enter from the room beyond it. You can make a stand here and kill them using the usual methods, or you can Shift, sprint back through the room with the laser beams, and lure the Advanced Howlers into it, killing them with the facility's automated defenses.



The first enemies are just beyond the trapped room.

Proceed into the next room and use one of the shelves for protection from the sweeping targeting lasers of the room's two automated turrets. Four Advanced Howlers pour into the room from its far end. Back out of the room and let the automated turrets take care of them, then finish off any that make it through the door.

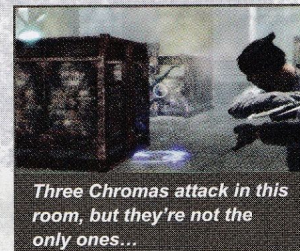
Use Shift or Shield Power to pass through the room, or simply move along cover when the turrets' lasers aren't pointing in Tenno's direction. Look for an **AMMO BOX** in the following room. You can listen to another recorded message about Mezner here, if you wish.



Use Shift to get past the turrets.

The following room, another Enferon gas trap, has four horizontal laser tripwires. Interrupting any of them floods the room with Enferon gas. As with the previous room, if you trigger the gas, just sprint out of the room to keep from being locked inside.

The next room has several Chromas in it. The first three attack when Tenno enters the room. Kill them both, using Shield Power and Shift to make the fight easier, and pick up the **AMMO BOX** near the red cage.



Three Chromas attack in this room, but they're not the only ones...

Continue moving around the perimeter of the room and fight three more Chromas. After killing them, use the Glaive to steal a **FIRE POWER UPGRADE** from the operating table in the middle of the room.

There is one last Chroma in the next room. Kill it and descend the stairs to trigger a cinematic. Tenno runs down a hallway and opens an armored door to find the Proto-Armor in the room beyond it. He locks himself inside the room to buy some time. Nadia tells him that the Agency will never allow him to walk away, and that she's in too deep to turn back now.

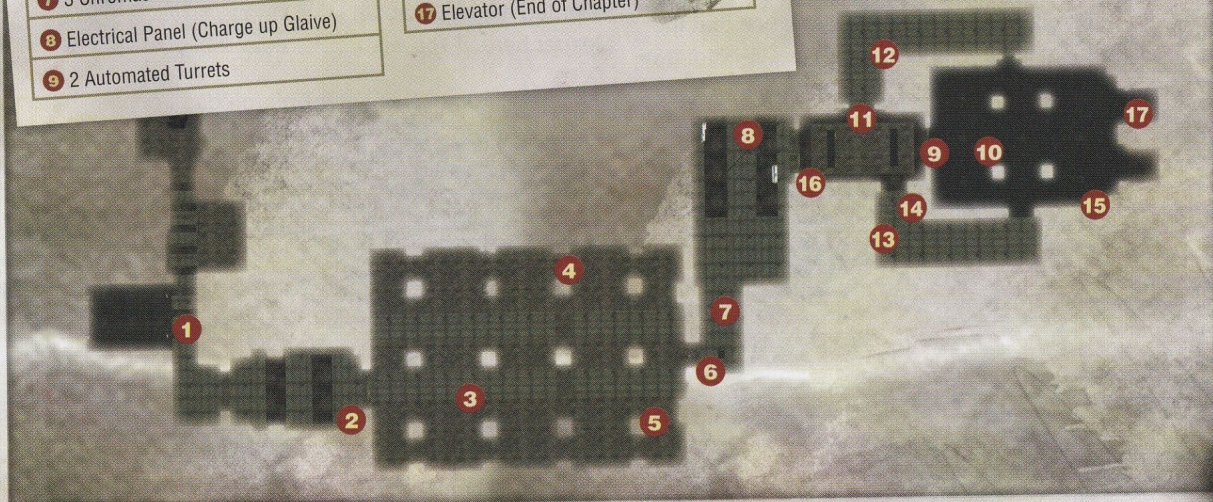


Part 4: Armored Up

Map Key

- 1 Start
- 2 Chroma
- 3 8 Chromas
- 4 Reload Speed Upgrade
- 5 Ammo Box
- 6 Ammo Box
- 7 3 Chromas
- 8 Electrical Panel (Charge up Glaive)
- 9 2 Automated Turrets

- 10 8 Troopers
- 11 Chained Door (Power Throw)
- 12 Ammo Box
- 13 Enferon Shells
- 14 Ammo Box
- 15 Locked Ammo Crate (Power Throw)
- 16 Ammo Box
- 17 Elevator (End of Chapter)



Objective:

Fight your way out of the research facility.

Now that Tenno has the Proto-Armor, you'll notice that he's stronger and more resistant to damage. He also heals and recovers stamina more quickly. All of these abilities will serve him well as he fights out of the facility in pursuit of the Nemesis.

After the cinematic, you will hear the sounds of Technocyte creatures and gunfire. Troopers and Technocyte creatures are fighting it out in a large open room just ahead, but there's no reason to enter until the gunfire stops.

These Chromas give Tenno's new Proto-Armor a trial by fire.

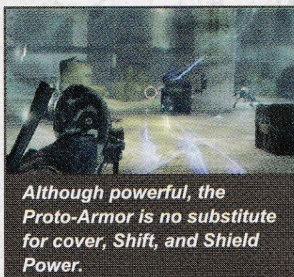


There are eight Chromas in the large open room. Employ the usual tactics to take them out, and notice how much easier it is with a stronger throwing arm and thick body armor!

SAVE YOUR AMMO

Don't forget to steal the firearms from the fallen Trooper to use against the Chromas.

Despite the Proto-Armor's enhanced defensive and offensive capabilities, it's still possible to die in this fight if you don't use cover and Tenno's abilities effectively, particularly Shift and Shield Power.

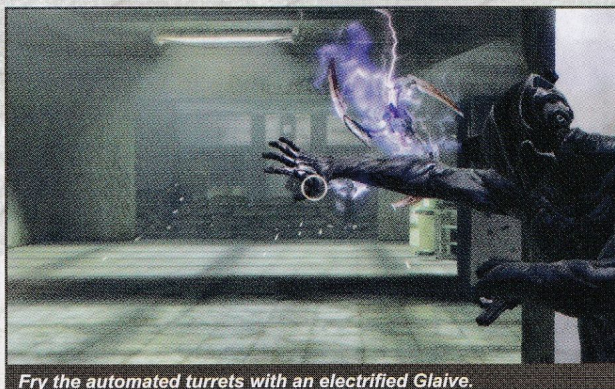


Although powerful, the Proto-Armor is no substitute for cover, Shift, and Shield Power.

When all eight Chromas are history, another recorded message starts to play, providing more insight into Mezner's experience with the Technocyte virus. Collect an **AMMO BOX** and a **RELOAD SPEED UPGRADE** from the room while listening to the message.

There are three Chromas hidden in the next room. Because the room is so small, a Frag Grenade or two will clear them out. You can also charge up the Glaive at the sparking electrical panel on the far side of the room and use it to electrocute the Chromas.

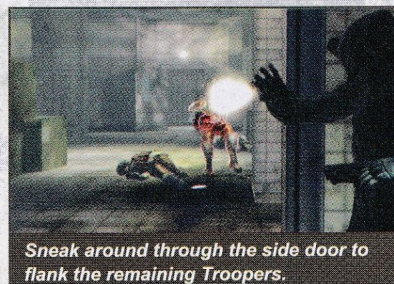
Pick up an **AMMO BOX** near the entrance to the room. Charge up the Glaive, use Shift to become invisible, and move past the corner in the middle of the L-shaped room. At the end of the room is a sandbag barricade with two automated turrets. Use the electrified Glaive to short-circuit both turrets.



Fry the automated turrets with an electrified Glaive.

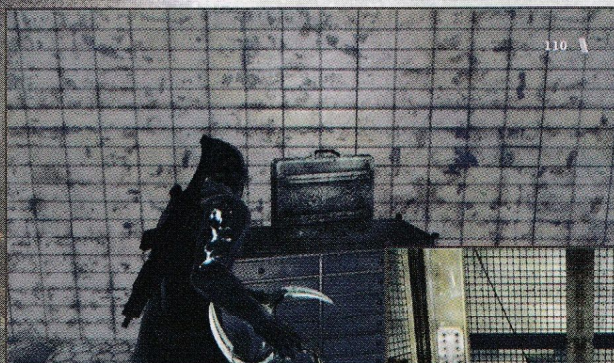
Now you must eliminate the eight Troopers on the other side of the barricade. Start by using the electrified Glaive and After Touch and Energy Pulse to hit as many as possible from the end of the L-shaped room.

Next, Power Throw the Glaive through the chained door on the left side of the L-shaped room to open it. Collect an **AMMO BOX** from the room beyond it, then run to the door at the end of that room to flank the remaining Troopers.



Sneak around through the side door to flank the remaining Troopers.

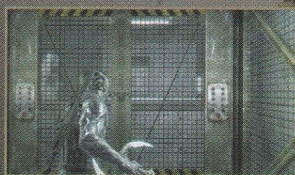
Sweep through the battlefield to find a couple of **AMMO BOXES**, a locked **AMMO CRATE**, and an **ENFERON SHELLS UPGRADE**. After collecting these items, step into the elevator in the room where the Troopers made their last stand to return to the surface level and complete the chapter.



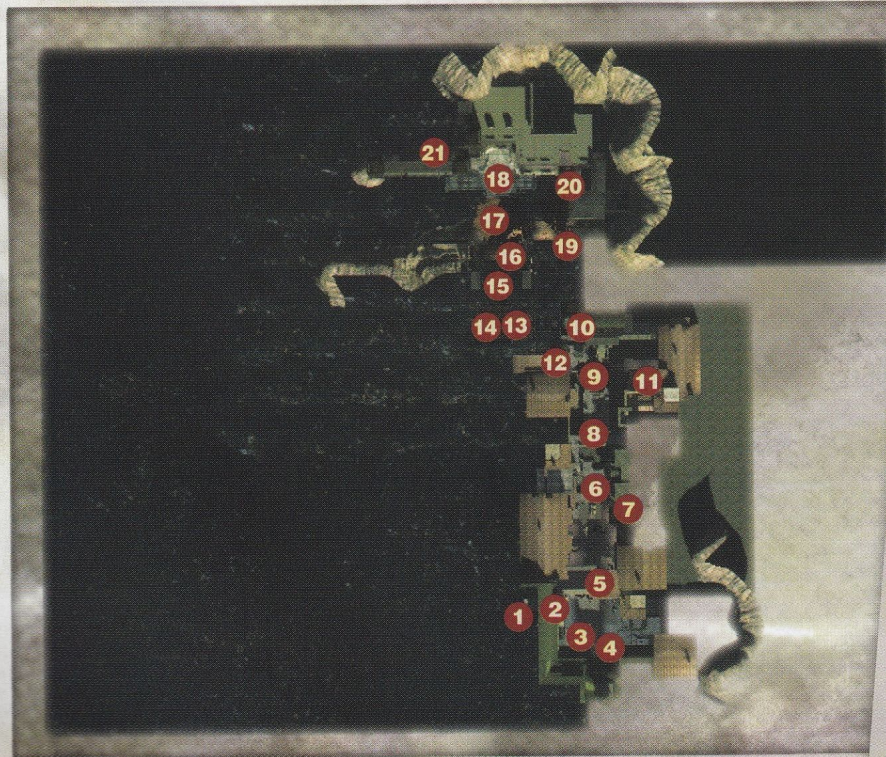
chapter 9

threshold guardian

With the Proto-Armor acquired and the research facility behind him, it's time for Agent Tenno to hunt down the Nemesis. However, as formidable a foe as the Nemesis is, getting to it will be quite a challenge.



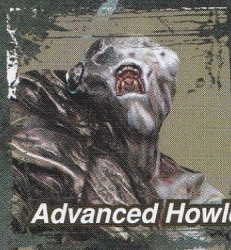
Part 1: Urban Warfare



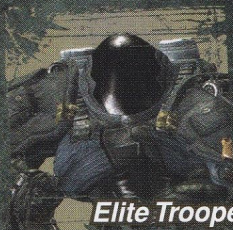
Map Key

- 1 Start
- 2 Balcony (Drop Off)
- 3 Black Market Entrance
- 4 Rubles (3 Locations), Grenade
- 5 Chained Gate (Power Throw)
- 6 4 Hazmat Troopers
- 7 3 Ammo Boxes
- 8 12 Hazmat Troopers
- 9 3 Hazmat Troopers, 2 Maulers
- 10 2 Hazmat Troopers
- 11 Rubles (2 Locations)
- 12 Ammo Box, Fire Rate Upgrade
- 13 Elite Trooper
- 14 2 Ammo Boxes
- 15 Blast Door (Electric Glaive)
- 16 Elite Trooper Cannon
- 17 6 Hazmat Troopers
- 18 8 Hazmat Troopers
- 19 2 Hazmat Troopers
- 20 Mauler
- 21 Door to Next Area

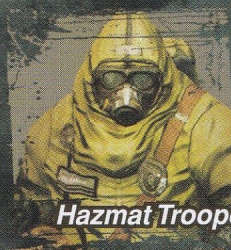
Enemy Units



Advanced Howler



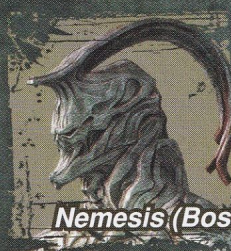
Elite Trooper



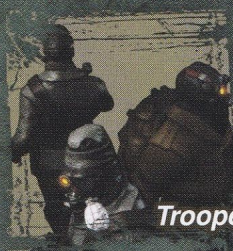
Hazmat Trooper



Mauler



Nemesis (Boss)



Trooper

Chapter Checklist

- 1 *Fight through the courtyard.*
- 2 *Kill the Elite Soldier.*
- 3 *Reach the other side of the canyon.*
- 4 *Kill the Advanced Howlers to reach the bridge.*
- 5 *Eliminate the Elite Soldiers who destroy the middle of the bridge.*
- 6 *Fight back to the other side of the bridge.*
- 7 *Kill the Nemesis.*
- 8 *Commandeer a Jackal.*
- 9 *Pilot the Jackal to the vault entrance.*

Objective:

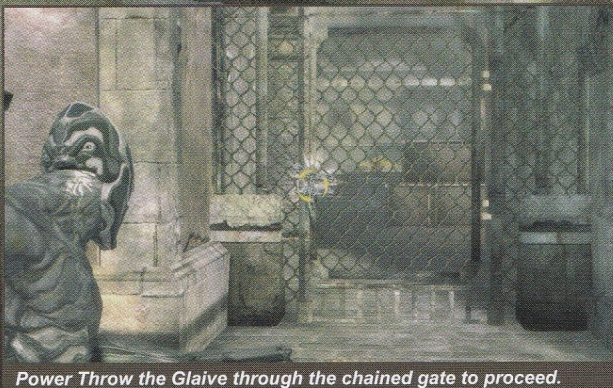
Kill the Elite Trooper.

When the elevator stops, proceed straight ahead and drop off the balcony to reach the street level and a **BLACK MARKET ENTRANCE**. Before entering the Black Market, however, pick up the **RUBLES** and **GRENADE** near the dead Hazmat Trooper just around the corner.

THE RIGHT TOOL FOR THE JOB

You'll be doing a lot of long-distance sniping in this chapter, and a powerful firearm that's accurate across long distances is highly recommended. The VX Carbine, with upgraded fire rate and clip size, is ideal.

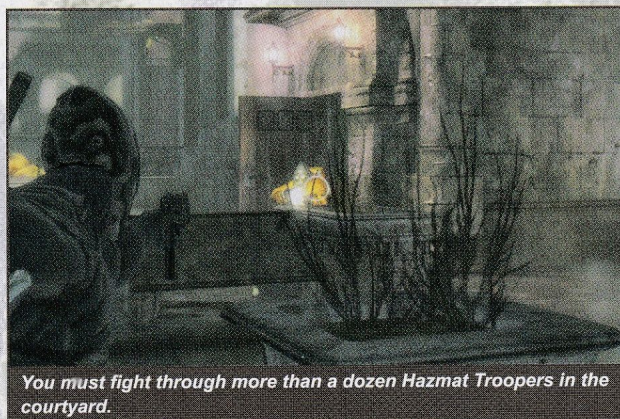
After paying a visit to the Black Market, Power Throw the Glaive through the chained fence gate and proceed down the alleyway beyond it. Use the heavy metal cases at the end of the alley as cover against the Hazmat Troopers that enter the courtyard ahead.



Power Throw the Glaive through the chained gate to proceed.

Defeat the first squad that appears, then advance to the stone bench ahead and use it for cover. This triggers the appearance of more Hazmat Troopers in the courtyard, as well as the stone arches beyond it. In all, there are four Hazmat Troopers in the courtyard and 12 more fire down from the arches and rooftops.

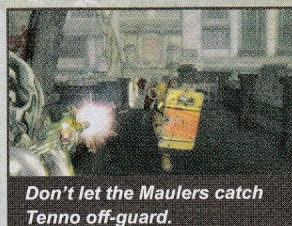
Tenno's Proto-Armor protects him against their Enferon gas grenades, but if two or three Hazmat Troopers catch him in the cross fire, he won't last long. Make good use of Stealth and Shield Power to advance through the courtyard, and don't forget to steal fallen soldiers' weapons.



You must fight through more than a dozen Hazmat Troopers in the courtyard.

Collect three **AMMO BOXES** from the right side of the courtyard, then walk up the inclined planks at the end of it to reach the arches and a series of stone pathways. Use the arches for cover against the next wave of three Hazmat Troopers, but watch out for a pair of Maulers in the area.

Using the short stone walls as cover, advance forward cautiously. Two more Hazmat Troopers appear ahead. Kill them and explore the stone pathways thoroughly to find two piles of **RUBLES** on some stairs, as well as an **AMMO BOX** and a **FIRE RATE** upgrade.



Don't let the Maulers catch Tenno off-guard.

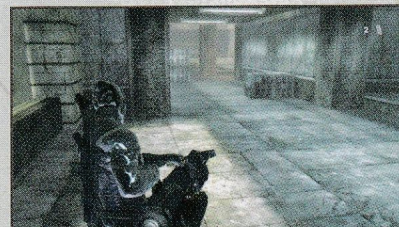
THERE'S STILL TIME TO SHOP

After finding these rubles and the Fire Rate upgrade, you can return to the Black Market at the beginning of the chapter and put them toward the purchase of some new firepower.

Advance to the large balcony where the last Hazmat Troopers appeared, but watch out for an Elite Trooper. Destroy the power batteries on its shoulders to weaken it, then hit it repeatedly in the shoulders to disable it.

Objective: Clear the canyon of enemies.

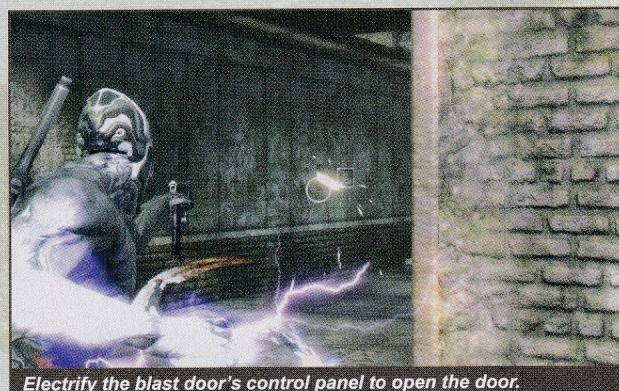
Because the Proto-Armor enhances Tenno's strength, he can now use the fallen Elite Trooper's cannon as a weapon. Carrying the cannon requires both hands, and it severely limits his movement speed. On the other hand, the weapon's overwhelming firepower makes up for it.



Use the Elite Trooper's cannon after killing its owner.

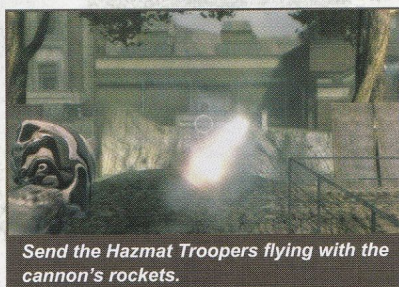
Pick up two **AMMO BOXES** from the area where the Elite Trooper came from, then charge up the Glaive with the electricity from the Elite Trooper's corpse. Run to the closed blast door at the end of the path and throw the electrified Glaive at its control panel to open the blast door.

Beyond the door is another Elite Trooper cannon on a crate—and an urban canyon crawling with Hazmat Troopers. There's very little cover out here, so eliminating the Hazmat Troopers quickly and methodically is a must.



Electrify the blast door's control panel to open the door.

Start by backtracking to the dead Elite Trooper and carry its cannon through the blast door. Use the four rockets loaded in it to take out clusters of Hazmat Troopers across the canyon. Don't miss the second wave of Hazmat Troopers that drop from the helicopter that flies behind the building.



Send the Hazmat Troopers flying with the cannon's rockets.

canyon floor. This should clear the immediate area of enemies, but you're not out of the woods yet.

Too Much Gun

The Elite Trooper cannon's machinegun is extremely powerful, but it's not very accurate at long range. And since carrying it drastically limits Tenno's movement, trying to kill the Hazmat Troopers in this area with it only exposes him to more enemy fire.

Part 2: The Bridge

When the cannon runs out of rockets, pick up the other Elite Trooper cannon and use its rockets against the Hazmat Troopers on the

Clearing the first group of enemies causes a nearby gate to explode, sending more Hazmat Troopers pouring into the area. Kill the ones closest first, then pick off the rest using your weapon of choice. Use the short concrete barrier at the base of the chain-link fence for cover.

Follow the U-shaped pathway through the blasted gate. When you are within Glaive range of the sparking transformer on the telephone pole, use it to charge up the Glaive, which makes it easier to kill the Mauler and Hazmat Trooper near the pole. Continue along the path and go through the white door at the end to reach the next area.



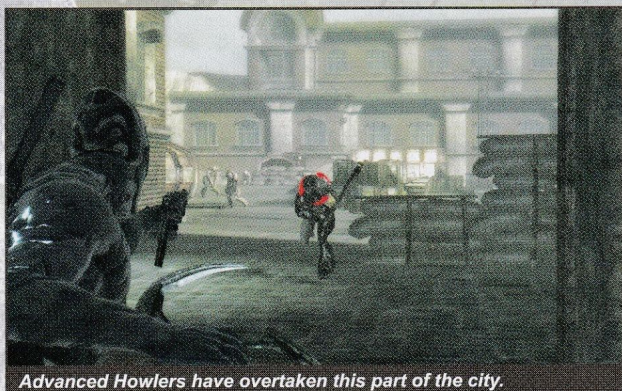
Map Key

- 1 Start
- 2 8 Advanced Howlers
- 3 Ammo Box
- 4 Machinegun Emplacement
- 5 3 Advanced Howlers
- 6 Black Market Entrance
- 7 Rubles (2 Locations)
- 8 Locked Ammo Case (Power Throw)
- 9 Chained Gate (Power Throw)
- 10 2 Ammo Boxes
- 11 Ammo Box
- 12 Elite Trooper Destroys Bridge
- 13 2 Elite Troopers
- 14 8 Hazmat Troopers
- 15 2 Hazmat Troopers, 3 Advanced Howlers
- 16 6 Hazmat Troopers
- 17 Machinegun Emplacement, 3 Hazmat Troopers
- 18 Ladder (Burn Away Webbing)
- 19 3 Hazmat Troopers, Mauler
- 20 Ammo Box
- 21 8 Hazmat Troopers
- 22 Cargo Elevator (To Next Level)

Objective: *Cross the bridge to the freight elevator.*

Advanced Howlers prowl the entrance to the next area. Kill the eight that charge toward Tenno as soon as he arrives, and proceed across the stone bridge ahead. Pick up the **AMMO BOX** from the other side of the bridge.

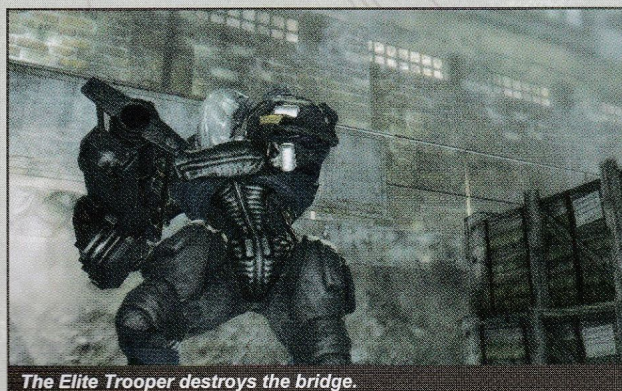
There are three Advanced Howlers across the next stone bridge, near a machinegun emplacement. Kill the Advanced Howlers, collect the nearby **RUBLES**, open the locked **AMMO CASE** with a Power Throw to get the ammo inside, and use the **BLACK MARKET ENTRANCE** to purchase or upgrade any weapons.



Advanced Howlers have overtaken this part of the city.

Follow the pathway in the only possible direction and use a Power Throw to open a chained gate. Before crossing the long bridge at the end of the path, continue following the path around to find a pair of **AMMO BOXES**. Pick them up and look across at a distant balcony above some Technocyte webbing to see a third **AMMO BOX** that you can steal.

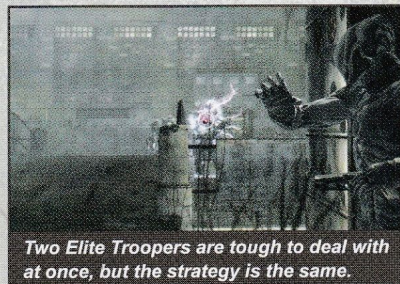
After collecting the ammo, head across the bridge and prepare for another encounter with an Elite Trooper. This foe fires a rocket at the bridge, shattering it underneath Tenno and sending him to the ground.



The Elite Trooper destroys the bridge.

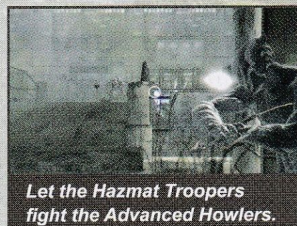
This begins a fight against two Elite Troopers and several Hazmat Troopers. Your first priority should be the Elite Troopers. If you stay behind cover and carefully aim the Glaive with After Touch, you will make short work of these slow-moving soldiers.

As soon as the Elite Troopers are down, use the electricity from them to charge up the Glaive and take out the eight Hazmat Troopers using Energy Pulse.



Two Elite Troopers are tough to deal with at once, but the strategy is the same.

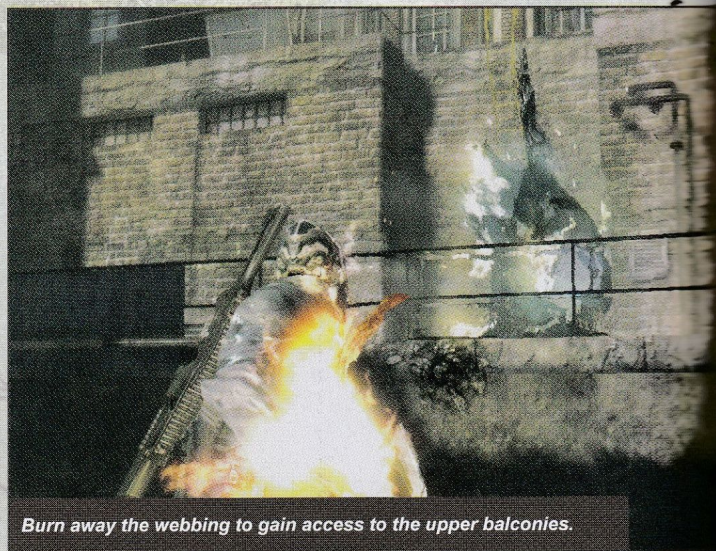
During the fight, a handful of Advanced Howlers break into the area. This is actually a lucky break, since they distract the Hazmat Troopers. Focus your efforts on killing any remaining human adversaries and only attack the Advanced Howlers if they present a direct threat.



Let the Hazmat Troopers fight the Advanced Howlers.

When no enemies remain, go up the stone stairs to trigger the appearance of more Hazmat Troopers along the other side of the area. Clear out the Hazmat Troopers, targeting the nearest ones first. Use fallen enemies' guns to pick off distant Hazmat Troopers, including the ones manning the machinegun emplacement.

Next, light the Glaive on fire by tossing it through the flames at the far end of the area underneath the machinegun emplacement. Hurl the flaming Glaive into a nearby patch of Technocyte webbing to reveal a ladder.



Burn away the webbing to gain access to the upper balconies.

Climb the ladder. At the top, seek cover behind a wooden crate because three more Hazmat Troopers and a Mauler burst onto the balcony. As before, kill the closest enemies first (make the Mauler a priority) and advance toward the rest along cover, using Shield Power and Shift when crossing open ground.

When the coast is clear, sprint for the machinegun emplacement and turn it all the way to the left to catch another wave of Hazmat Troopers. Seizing control of this weapon increases your firepower but, more importantly, it prevents the enemy from using it against Tenno!



The machinegun emplacement helps whittle down enemies.

Field of Fire

Some Hazmat Troopers will take cover directly to the left, past the firing angle of the machinegun emplacement. To deal with them, just abandon the emplacement. If you don't, they will continue to tear Tenno to pieces with their fire.

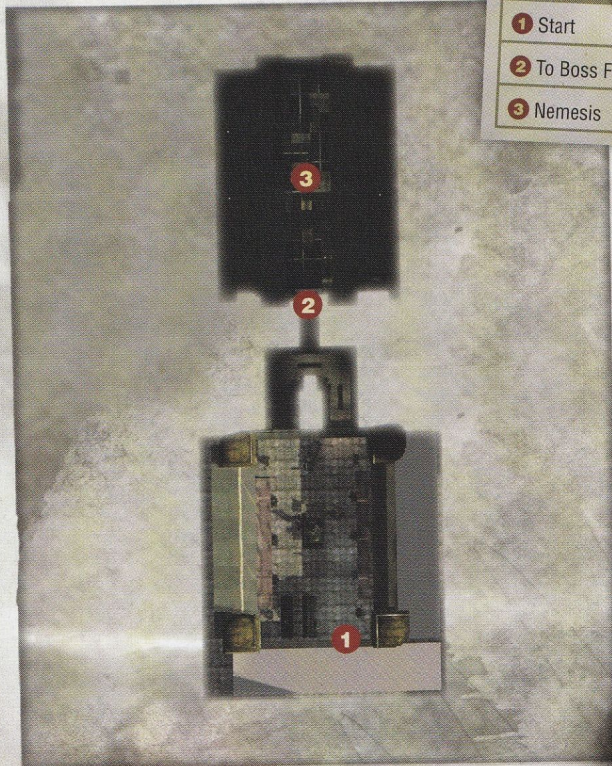
When the last Hazmat Trooper falls, you can finally reach the other side of the long bridge that the Elite Trooper shot out. Follow it all the way to the cargo elevator at the end to proceed to the fight against the Nemesis.



Part 3: Boss Battle—Nemesis

Map Key

- 1 Start
- 2 To Boss Fight
- 3 Nemesis



Objective: Destroy Nemesis.

Tenno arrives in a courtyard dominated by a Soviet-era statue lined with deactivated Jackal tanks. Proceed through the courtyard and into the factory beyond it to face the Nemesis.

boss battle

nemesis

The Nemesis is a challenging foe, armed with a large bladed weapon and a bio-electrical shield that deflects all attacks.

During the first part of the battle, the Nemesis attacks by attempting to strike with its blade. Tenno can sidestep the blade attack by quickly dodging. Otherwise, you must repeatedly press the button indicated on the on-screen prompt to parry the blow.



Dodge or parry the Nemesis' melee attacks.

As long as its shield is not charged, you can attack the Nemesis with firearms and Tenno's Glaive. However, it is better to focus on avoiding its attacks at this stage.

Eventually, the Nemesis charges its blade with electricity and hurls it at Tenno. Dodge it or prepare to suffer damage. After dodging the blade, throw Tenno's Glaive at it to electrify it.

Keep Your Distance

If you are too close to the Nemesis when it charges its Glaive, you will suffer damage from the electrical surge.

Throw the electrified Glaive at the Nemesis, then guide the Glaive with After Touch to get it past the Nemesis' shield. A hit anywhere on its body from an electrified

Glaive stuns the foe. Run up to it while it's stunned, execute a finisher when prompted, and repeatedly tap the button indicated on-screen to damage the Nemesis.

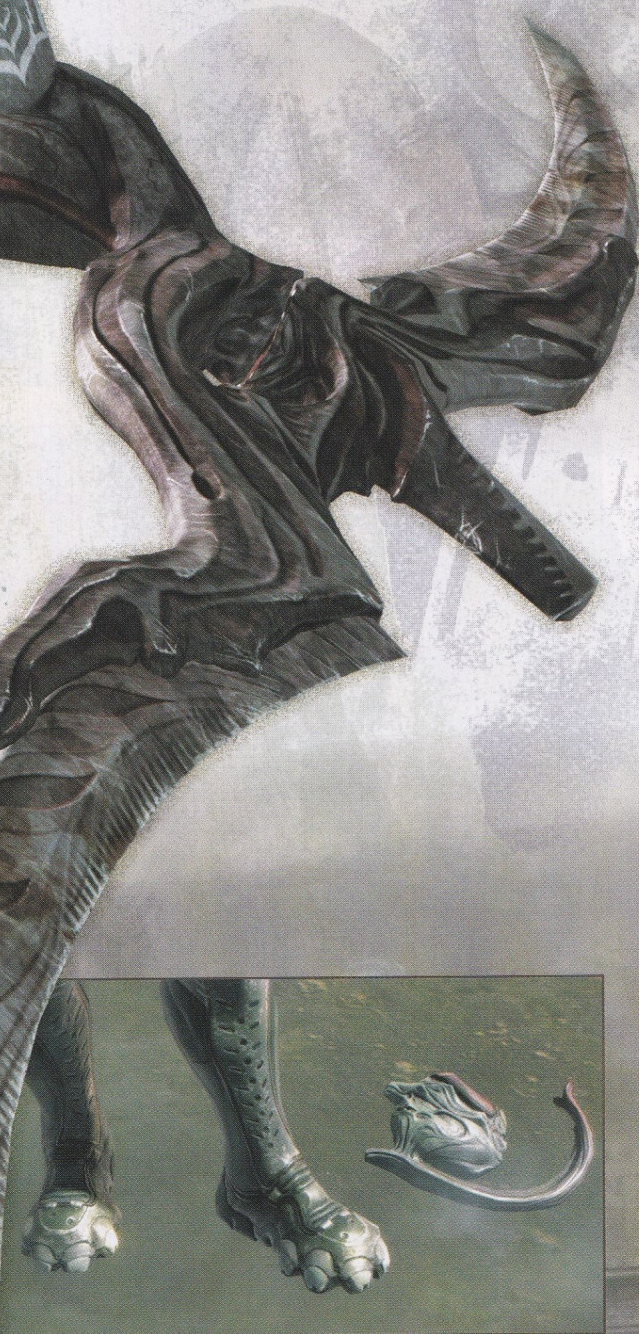


Stun the Nemesis with electricity, then follow up with the on-screen prompts.

When the Nemesis suffers damage, it retreats to an elevated section of the arena and continues to throw its electrified blade. Use the same attacks against it that you used while the Nemesis was on the ground: charge the Glaive, guide it around the shield with After Touch, then hit the Nemesis while it is stunned. After three successful attacks with the electrified Glaive and the appropriate follow-up attacks, the Nemesis falls. When the Nemesis is defeated, its Proto-Armor peels back to reveal the person underneath it...



Higher ground protect the Nemesis from the electrified Glaive.



Part 4: Jackal Run

Map Key

- 1 Start
- 2 Jackal (Hijack)
- 3 3 Hazmat Troopers
- 4 Jackal (Hijack)
- 5 Gate (Blast Open)
- 6 Trooper
- 7 Trooper w/RPG
- 8 Trooper w/RPG, 4 Hazmat Troopers
- 9 Gate (Blast Open)
- 10 2 Troopers w/RPGs
- 11 4 Hazmat Troopers (1 w/RPG), Trooper w/RPG
- 12 Trooper w/RPG
- 13 2 Hazmat Troopers
- 14 4 Hazmat Troopers (1 w/RPG)
- 15 Trooper w/RPG
- 16 2 RPG Turrets
- 17 Gate (Blast Open)
- 18 End of Chapter



Objective:

Reach the vault entrance.

The final area in this chapter is a U-shaped canyon, and the vault entrance is at the other end of it. From the start point, sprint to the nearby Jackal and hijack it and use it to destroy the squad of Hazmat Troopers just ahead.

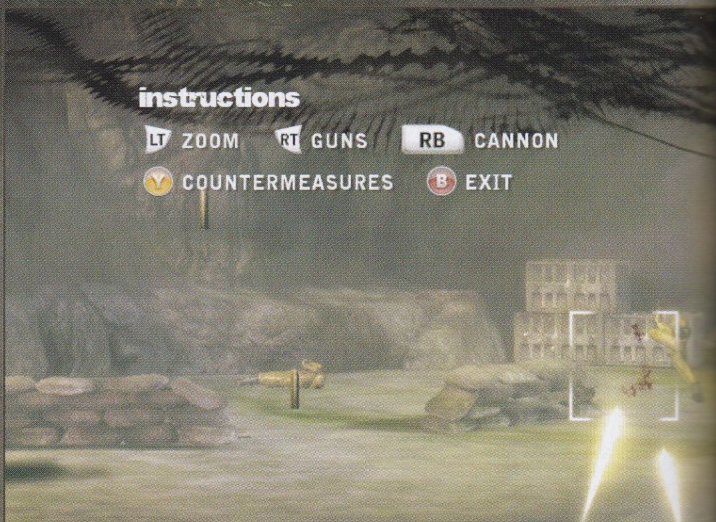
While piloting the Jackal, watch out for enemies armed with RPGs. They will appear on-screen as white circles on your display. As soon as one appears, fire a countermeasure flare to mislead the rocket and return fire with a rocket of your own. Remember, if Tenno is in the Jackal when it blows up, he will die.

DON'T OVERDO IT

Don't waste any rockets on enemies that are armed with regular firearms and not RPGs. Instead, take them out with the Jackal's machineguns or just ignore them altogether.

instructions

- LT ZOOM RT GUNS RB CANNON
Y COUNTERMEASURES B EXIT



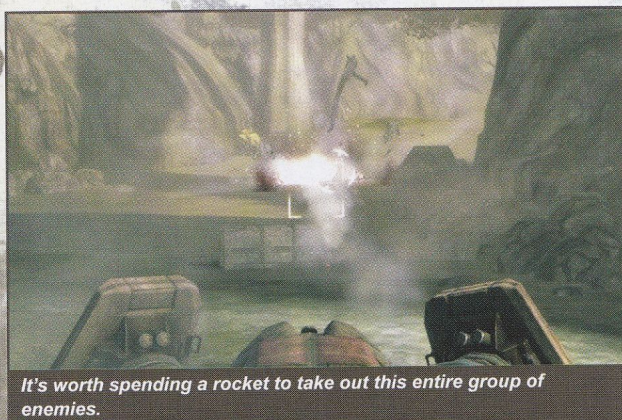
Take out the Hazmat Troopers with their own Jackal.

Advance down the canyon and blast open the gate with rockets to proceed. While passing the guard tower, watch out for a Trooper with an RPG on the distant cliff face. An armored personnel transport also speeds into the area and deploys another RPG-armed Trooper and four Hazmat Troopers.

THREAT IDENTIFICATION

All of the RPG-armed enemies in this area are Troopers. Yellow and orange Hazmat Troopers are only equipped with small firearms.

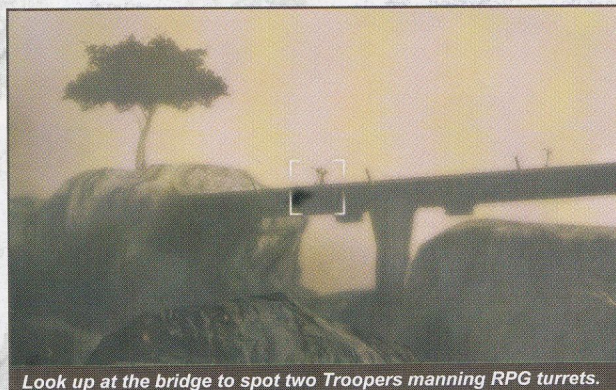
Blast open another gate past this encounter. As you move through it, watch the distant hillside for two Troopers with RPGs; they're positioned just past a giant stone arch. More Troopers and Hazmat Troopers emerge from behind the stone arch. Two of them are armed with RPGs, so fire a rocket to wipe out the entire group.



It's worth spending a rocket to take out this entire group of enemies.

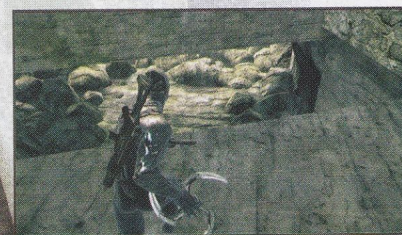
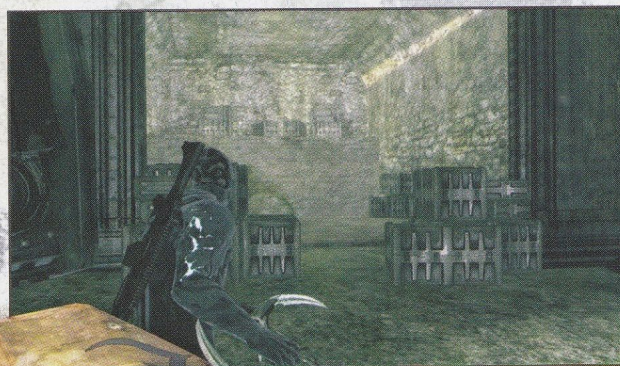
There are only four more RPG-equipped enemies left. One is stationed on a platform stationed on the distant cliff face on the left side of the canyon. The next one is behind some concrete barricades on the right side of the canyon floor.

The next two foes are Troopers manning RPG turrets on a bridge at the end of the canyon. Blast both turrets to kill the Troopers; don't worry about any Troopers taking their place. The final RPG Trooper is in the encampment at the end of the canyon, hiding among the tents.



Look up at the bridge to spot two Troopers manning RPG turrets.

At the end of the canyon, blast the final gate and exit the Jackal. Enter the stone structure and drop off the ledge to complete the chapter.



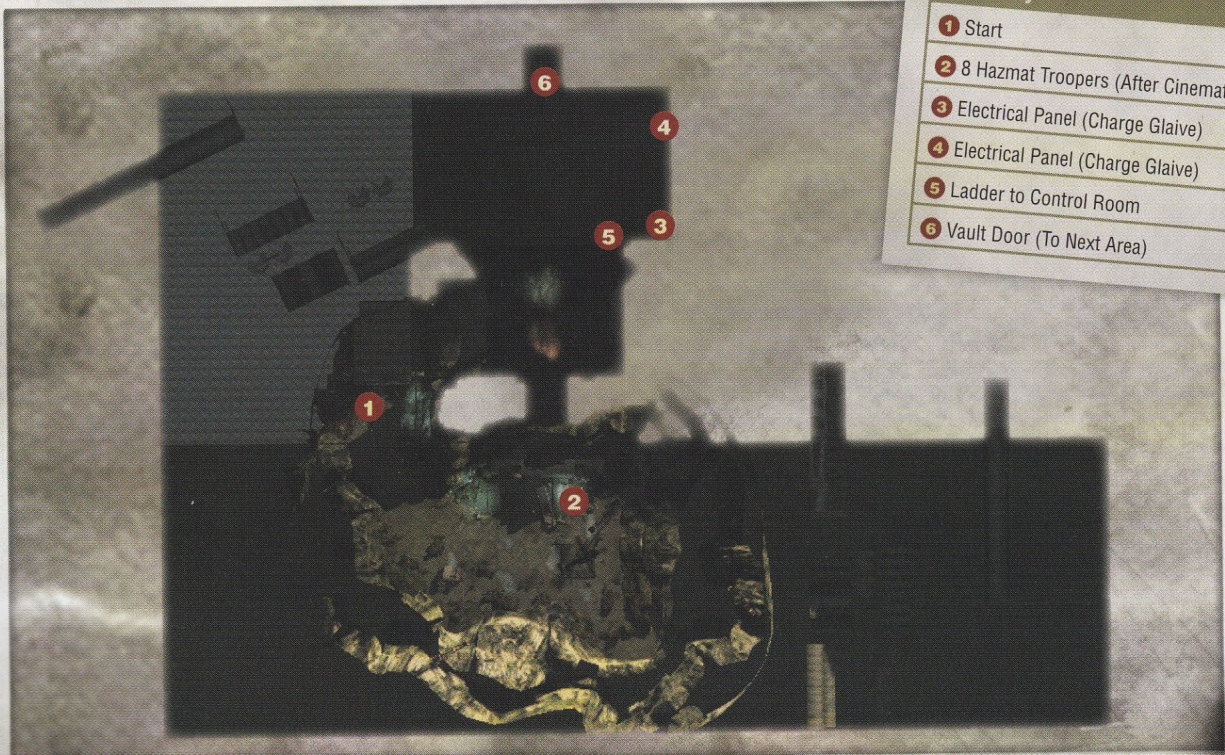
chapter 10

the dark sector

Now that he has the Proto-Armor, Tenno must enter the vault and stop Mezner from awakening the long-dormant "old ones." But is his final mission as unambiguous as it seems, or are there other forces at work?



Part 1: To the Vault



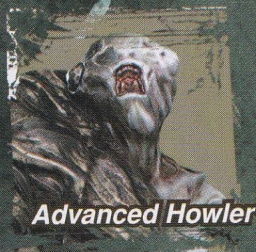
Map Key

- 1 Start
- 2 8 Hazmat Troopers (After Cinematic)
- 3 Electrical Panel (Charge Glaive)
- 4 Electrical Panel (Charge Glaive)
- 5 Ladder to Control Room
- 6 Vault Door (To Next Area)

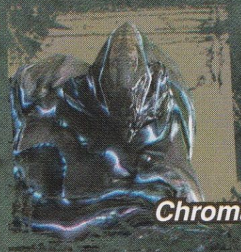
Chapter Checklist

- 1 Kill the Agency team.
- 2 Open the vault door.
- 3 Ride the elevator down to Mezner's lair.
- 4 Open the locked door to reach Mezner.
- 5 Kill Mezner.

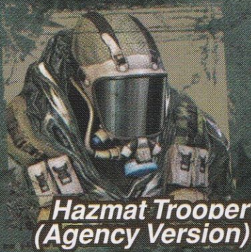
Enemy Units



Advanced Howler



Chroma



Hazmat Trooper
(Agency Version)



Mezner



Stinger

Objective:

***Kill the arriving
Agency team.***

From the start point, run down the path ahead and approach the entrance to the vault. This triggers a cinematic that shows the arrival of the Agency's A.D., Tenno's supervisor, accompanied by a squad of Agency Hazmat Troopers.

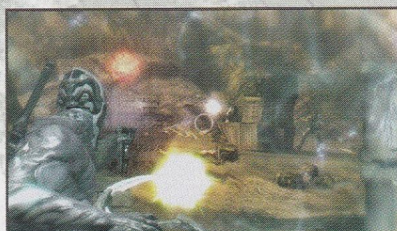
Tenno warns the A.D. that Mezner is inside the vault, but the A.D. brushes him off, telling Tenno that Mezner has made a deal with the Agency. The A.D. relieves Tenno of his duty and tells him to take the chopper home. Tenno has other ideas, however...



Tenno decides that the Agency A.D. is "just another acceptable loss."



After the cinematic, a chaotic battle between Tenno and the eight Hazmat Troopers begins. Your first action should be to Shift and put some distance between Tenno and the Hazmat Troopers. Find cover quickly and take them out from behind it.



Tenno's probably not going to get a stellar employee evaluation after this.

Objective: Enter the vault.

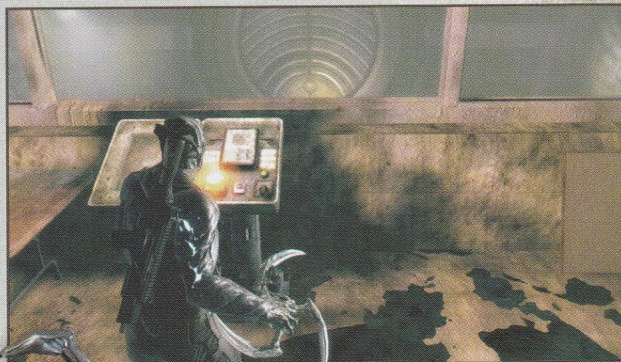
Once the Agency team is no more, follow the rails into the vault entrance. Climb the ladder opposite the vault door and use the control panel inside to open the vault door. Climb back down and go through the door to enter the vault.



NEW UNIFORM, SAME TACTICS

The Agency Hazmat Troopers have different outfits than the Lasrian Hazmat Troopers, but they are otherwise virtually identical.

Because these Hazmat Troopers are Agency operatives and not Lasrian soldiers, their weapons are not equipped with anti-Technocyte governors. Tenno can pick up fallen soldiers' weapons and fire them until they run dry without having to worry about them being disabled.



Part 2: The Vault

Map Key

- 1 Start
- 2 Ammo Box
- 3 2 Chromas
- 4 8 Chromas, 2 Stingers
- 5 2 Ammo Boxes
- 6 2 Ammo Boxes
- 7 Ammo Box
- 8 Elevator (Triggers Chromas)
- 9 Locked Door
- 10 Door Controls
- 11 Train Tunnel (To Mezner)

11

6
7 4 5 9
8 3
2
1

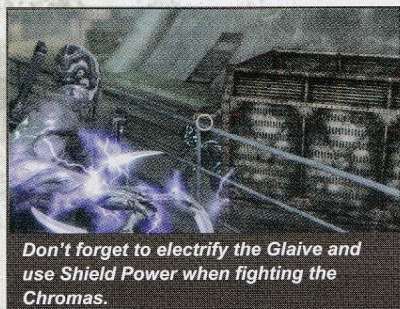


Objective:

Access the elevator to reach the lower level.

Climb up the stairs to the elevated walkway near the vault entrance and walk forward. Each of the sparking lamps overhead can be used to charge up the Glaive with electricity. Wait until you see an enemy before doing so, because each lamp can only be used once.

After passing the first train car, turn around and look back to see an **AMMO BOX** that you can steal. Use caution while walking past the second train car, because two Chromas run out from the shipping container in front of it and attack.



When fighting the Chromas, don't move too far forward. There are eight more Chromas and a couple of Stingers hiding around the crates and pipes. Kill as many as possible from the elevated walkway to avoid being flanked.

There are five **AMMO BOXES** hidden around the crates in the area. Collect them and call the nearby elevator by using its control panel. The elevator takes 60 seconds to arrive and an endless wave of Chromas and Stingers attacks as soon as Tenno presses the button. Just focus on surviving the fight until the elevator arrives, then get in the elevator as fast as possible.



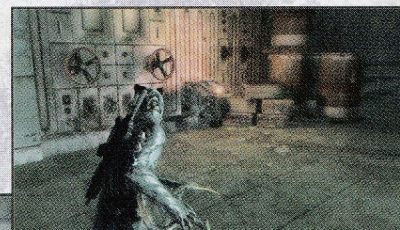
Objective:

Find Mezner's transmitter.

The elevator stops at the lowest level of the vault. Exit to find a locked door; go through the other doorway in the room to reach a larger room. The control panel for the locked door is at the far end of this room. Activate it to open the previously locked door.

Walking through this door triggers a cinematic in which Yargo tells Tenno that Mezner is charging the antenna. Tenno hands Yargo the electronic key to the vault and tells him to leave and lock the door behind him...and to make sure he throws away the key this time.

After the cinematic, follow the cavern to the end and walk through the train tunnel to reach the last area and the final fight against Mezner.



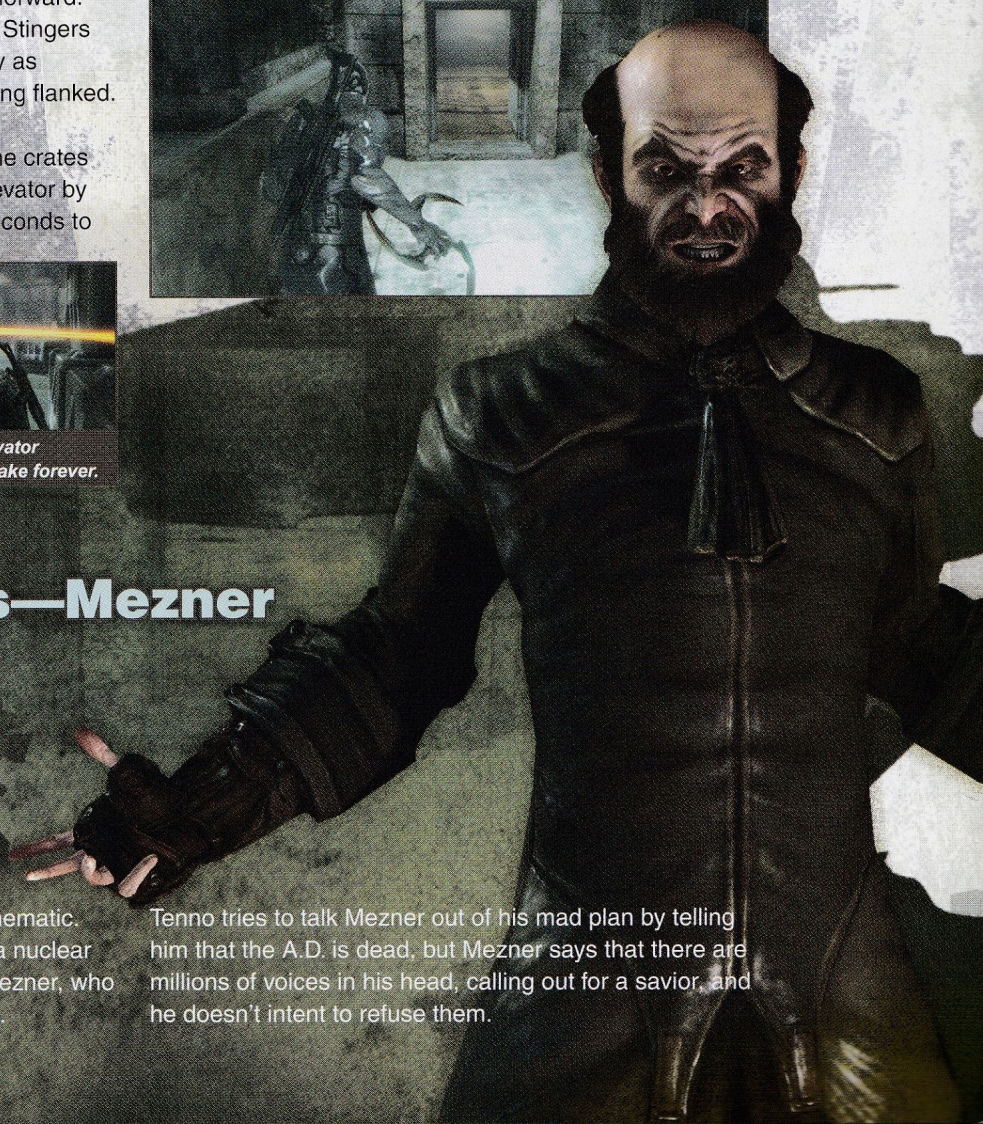
Part 3: Final Boss—Mezner

Objective:

Kill Mezner.

Walk forward from the start point to trigger a cinematic. Tenno finds the ruined hull of the USS *Alaska*, a nuclear submarine. His inspection of it is cut short by Mezner, who sits perched atop a massive Technocyte growth.

Tenno tries to talk Mezner out of his mad plan by telling him that the A.D. is dead, but Mezner says that there are millions of voices in his head, calling out for a savior, and he doesn't intend to refuse them.



boss battle

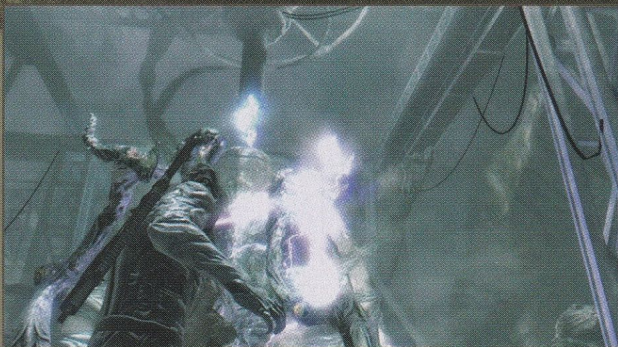
mezner

There are three stages to the final fight against Mezner. During the first stage, three tentacles rise from the growth and attack Tenno by grabbing chunks of debris and hurling them at him. The tentacles also emit poison gas clouds from the "mouths" at the end of them.



Each of the three tentacles has two different attacks.

To damage the tentacles, hit each one of them in the mouth with an electrified Glaive. To get the tentacles to open their mouths, you must hit the glowing blue nodules along each. A single hit in the mouth from an electrified Glaive will kill a tentacle.



Destroy the tentacles by hitting their open mouths with an electrified Glaive.

SHOCK THE SYSTEM

The best way to get the tentacles to open their mouths is to charge the Glaive with electricity and blast them with Energy Pulse.

When all three tentacles are destroyed, Mezner opens the shell that encases him and attacks Tenno directly with a mental blast. You must hit Mezner with a single electrified Glaive throw or a very powerful burst of gunfire within 10 seconds, or Tenno will die.

POWER SOURCES

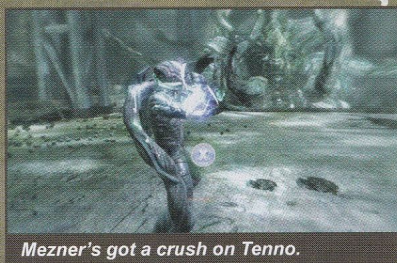
The most obvious source of electricity is the charging antenna above Mezner. You can also expose the electrical panel on the scaffolding on the right side of the arena to get a second source of electricity.

The second stage of the battle is similar to the first stage, except that endless waves of Advanced Howlers attack from opposite sides of the battlefield. A single melee strike with an electrified Glaive (either thrown or in hand) will kill an Advanced Howler. If you kill only one of the Advanced Howlers (they attack in pairs), a second one will not appear to take its place. New Advanced Howlers only appear when both Advanced Howlers have been killed.



Use electrified Glaive strikes exclusively to kill the Advanced Howlers.

The tentacles also have a new attack in this stage, sending tendrils up from the surface of the ground to grab Tenno. If he gets caught by a tendril, you must repeatedly press the button shown on-screen to fight it off, or it will strangle Tenno to death.



Mezner's got a crush on Tenno.

OPTIONAL AMMO

You can complete this boss fight using nothing but the electrified Glaive—in fact, that's the recommended way to do it. But if you want to use firearms as well, don't overlook the plethora of ammo boxes on either side of the arena.

Again, you must open the tentacles' mouths by hitting the nodules on their stalks and then hit their open mouths with the electrified Glaive. When all three are destroyed, Mezner reveals himself and mentally attacks Tenno. You must hit Mezner with the electrified Glaive or an extended burst of powerful gunfire within 10 seconds to survive his attack and proceed to the third stage.

The third stage is identical to the first two stages, except that there are five tentacles and no Advanced Howlers.



These last five tentacles are the only things keeping Tenno from finishing Mezner off for good.

You must destroy all five tentacles in the usual manner to make Mezner reveal himself. After doing so, attack Mezner in the same manner as the first two times to defeat him.

Once Mezner is defeated, Yargo appears and tells Tenno that the transmission is still going, so Tenno hurls his Glaive at the transmitter. This leaves him open to one last attack from Mezner, who isn't quite dead yet.

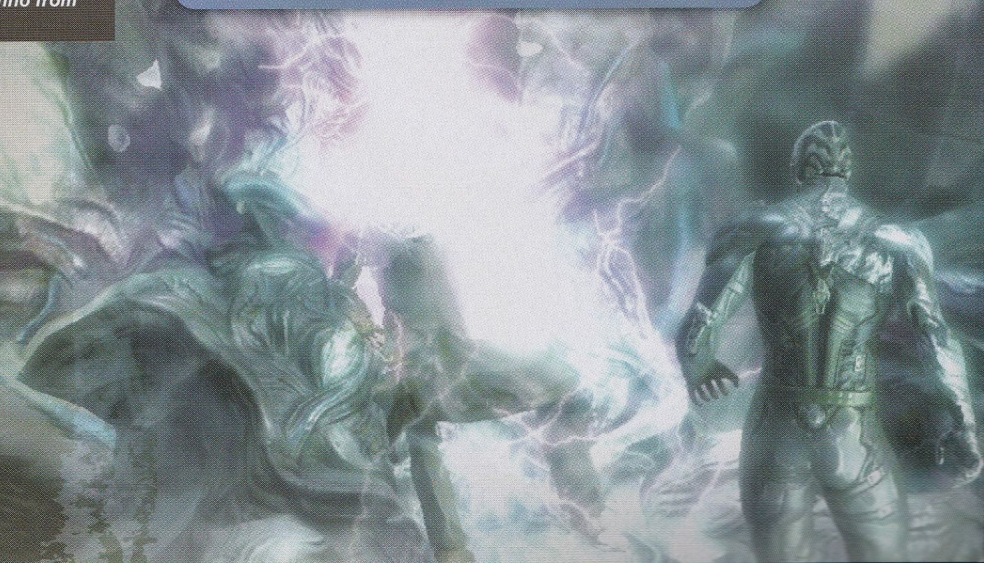
With his dying breath, Mezner tells Tenno, "You are one of us now." Tenno's reply comes in the form of his electrified Glaive, which he drives it through Mezner's head, ending his threat permanently.

It is left to Yargo to deliver the epilogue: "That was how it started. The irony of this disease...in all the others, it made evil. But for him, it had saved his soul."



BRUTAL DIFFICULTY

Completing the final chapter for the first time unlocks Brutal Difficulty mode. Brutal Difficulty is identical to the original single-player game, but the enemies are much tougher and there are fewer ammo pickups.





enemies & hostile forces

Agent Tenno must contend with three distinct types of enemy in Lasria: the Russian military, Technocyte-infected Lasrians, and the formidable "old ones."

Russian Military

The Russian military is fighting a losing battle against the spread of the Technocyte infection, and they are also determined to neutralize any foreign agents operating within Lasria. Agent Tenno happens to fit both of those categories, making him a high priority target.

TROOPERS

Troopers are the grunts of the Russian military presence in Lasra. Individually, they don't pose much of a threat, but their advanced tactical strategy makes each squad much more than the sum of its parts.

BASE HEALTH

100

ENERGY WEAKNESSES

Fire, Ice,
Electricity



Attack Patterns

Troopers almost never attack individually. They usually appear in squads of three to eight and are often grouped with Hazmat Troopers and Maulers. Troopers rush into an area from windows and doorways and quickly seek cover. As more Troopers enter the field of battle, the first Troopers advance toward Agent Tenno by moving from one area of cover to the next. Their primary strategy involves pinning Tenno down in a crossfire, preventing him from returning fire.

NOISE DISCIPLINE

Troopers are in constant radio contact with each other, which enables them to execute complex tactics on the fly. It also gives away their locations and actions to Agent Tenno.

Each Trooper is armed with either a machinegun or a shotgun. The former is more accurate at a distance, while the latter is lethal at close range. Tenno can pick up or steal these weapons from fallen Troopers and use them, but if he does so after he has been infected, the weapon's electromagnetic governor will disable the firearm after 20 seconds.

Troopers are also armed with Frag Grenades, which they throw at Tenno when he is behind cover. This serves a dual purpose: If Tenno breaks cover to avoid the blast, he opens himself to enemy fire. If he does not, he risks being severely injured or killed by the explosion.

Defensive Strategy

When dealing with Troopers, find sturdy cover immediately. Also, make sure there is a second point of cover in mind, should Tenno need to avoid a thrown Frag Grenade.

Being aware of the Troopers' movements is crucial, because they will attempt to pin down Tenno and flank him. As long as Tenno keeps solid cover between him and the Troopers and avoids the Frag Grenades, the Troopers are a small threat. But if they catch him out in the open, or if they manage to flank him, they will inflict tremendous damage quickly.

Offensive Strategy

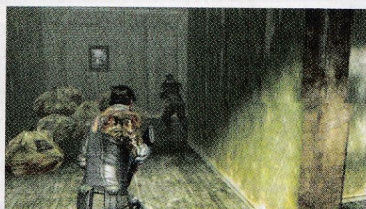
The most dangerous Troopers are the ones closest to Agent Tenno. Target them first and work back through the squad, advancing forward if necessary. Striking the head of a Trooper with a thrown Glaive will kill the Trooper instantly. Hitting any other part of the Trooper's body requires a second Glaive hit, or a follow-up with Tenno's handgun.

To conserve ammunition, use Tenno's Glaive to neutralize Troopers whenever possible. The After Touch ability makes it easier to execute lethal headshots.

If Tenno has the Steal ability, use it to retrieve firearms from fallen Troopers without having to break cover. Although the weapons' governors will disable them within 20 seconds, that should provide enough time to defeat another Trooper and steal his firearm.

GRENADE INTERCEPTION

Tenno can detonate a Trooper's Frag Grenade prematurely by shooting it or hitting it with his Glaive. If he does so while the Frag Grenade is still in the air or in the Trooper's hand, he has a chance to catch his enemies in the blast.



HAZMAT TROOPERS

Hazmat Troopers are Russian soldiers who have been outfitted with hazardous material suits in an effort to protect them against the Technocyte infection. Other than their uniforms, there is not much difference between Hazmat Troopers and regular Troopers. They usually appear in squads of three to eight and often team up with Maulers and Troopers.

BASE HEALTH

100

ENERGY WEAKNESSES

Fire, Ice, Electricity



Attack Patterns

Hazmat Troopers use the same attack pattern as regular Troopers. Upon entering the battlefield, they immediately seek cover and advance toward Agent Tenno by moving between areas of cover, trying to pin him down with gunfire and flank him.

Hazmat Troopers use the same machineguns and shotguns as Troopers, but they throw Enferon Gas Grenades instead of Frag Grenades. Enferon has virtually no effect on healthy human subjects, but against Technocyte-infected targets, it is lethal. Enferon Gas Grenades are more effective than Frag Grenades for forcing Tenno out from cover, because Tenno cannot remain in the vicinity of one for more than a few seconds.

Defensive Strategy

Because Hazmat Troopers and regular Troopers use the same offensive tactics, it's wise to use the same defensive strategies.

Having a second area of cover that Tenno can reach quickly is essential in order to avoid Enferon gas attacks. A single long area of cover, like a stone bench or sandbag barricade, is equally effective at providing cover and allows Tenno to move away from an Enferon Gas Grenade without exposing himself to enemy fire.

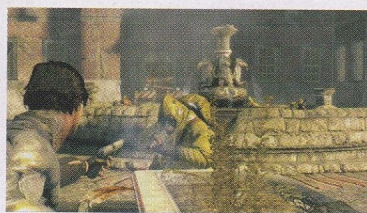
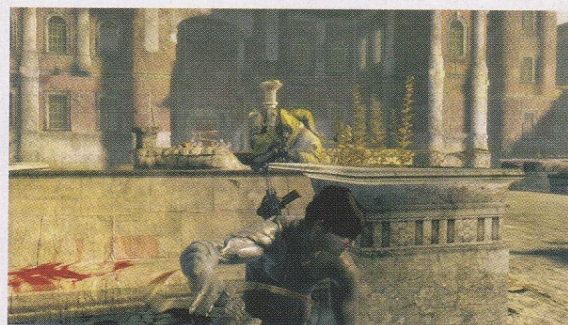
Offensive Strategy

As with Troopers, it's important to eliminate the nearest Hazmat Troopers before targeting distant ones. A single headshot from the Glaive kills a Hazmat Trooper immediately; otherwise, two Glaive hits are needed to neutralize one foe.

As with the Troopers, pick up or steal weapons from fallen Hazmat Troopers and use them to Tenno's advantage, which helps him to conserve ammunition while enjoying the range and fire rate advantages of firearms.

CHEMICAL WARFARE

Like Frag Grenades, Enferon Gas Grenades also detonate prematurely if Tenno shoots them or hits them with his Glaive. Human enemies caught in the resulting gas cloud will not suffer damage, but it keeps the grenade away from Tenno.



MAULERS

Maulers are heavily armored Russian soldiers, trained and equipped for melee combat only. The large iron shields they carry protect them against all enemy fire, and they swing their machetes with deadly precision. Maulers usually team up with Troopers and Hazmat Troopers.

BASE HEALTH

150

ENERGY WEAKNESSES

Electricity

Attack Patterns

Despite their size and strength, Maulers are surprisingly stealthy. Because they are limited to melee attacks only, they attempt to sneak up on Agent Tenno and flank him while others distract him with gunfire and grenades. If a Mauler can't approach stealthily, he simply relies on his massive shield to protect himself against Tenno's attacks.

HEAVY ARMOR, HEAVY FOOTSTEPS

In the heat of combat, it can be difficult to watch Tenno's flank at all times. Fortunately, the heavily armored Maulers have similarly heavy footsteps. Hearing these footsteps in battle is a sure sign that a Mauler has drawn dangerously close to Tenno.

When a Mauler closes in, he rushes directly at Tenno with alarming speed, machete at the ready. A single machete blow will leave Tenno at death's door. Another blow—or virtually any other attack—will finish him off.

Defensive Strategy

The most important defensive strategy to use against Maulers is to be aware of their location. Tenno should avoid focusing his attention solely on one area of the battlefield, because it might be a planned distraction by the enemy to let a Mauler get in close.

When Tenno sees a Mauler, eliminating the Mauler should instantly become his first priority. If a Mauler closes in, focus entirely on dodging the Mauler's blows. If the Mauler hits Tenno, immediately withdraw and leave the field of battle altogether until he recovers.

Offensive Strategy

As long as a Mauler's shield is down, he is virtually immune to gunfire. Agent Tenno can clip the Mauler's shoulders and toes, but this is an extremely inefficient method to employ.

However, if Tenno hits the Mauler's shield with the Glaive, it causes the Mauler to stumble, momentarily moving his shield out of position and leaving him vulnerable to handgun fire. This is the default method of eliminating a Mauler, but it is not the only way to do it.

Maulers only hold their shields in front of them, which leaves them susceptible against an attack against their flanks. When Maulers climb over a barricade or other obstacle, they lower their shields, momentarily leaving themselves vulnerable. Frag Grenades and RPGs, if aimed carefully, will kill a Mauler instantly. Maulers are also vulnerable to fire and electricity, and their shields do nothing to protect them against either.



HELICOPTERS

At two points in his mission, Agent Tenno encounters a Russian attack helicopter armed with heavy machineguns and rockets. Fast and deadly, the helicopter also has the advantage of altitude, making it difficult for Tenno to find cover.

BASE HEALTH

800

ENERGY WEAKNESSES

None

Attack Patterns

Helicopters swoop over the battlefield, attempting to pin Agent Tenno down with heavy machinegun fire. Tenno can withstand a few hits at a time, but even a short burst can have lethal consequences.

At certain points in its attack pattern, a helicopter will hover in the air, remaining completely still for several seconds. This is almost always immediately followed by a pair of unguided rockets streaking out from the helicopter. The powerful explosives make for a large blast radius on impact.

Defensive Strategy

Unless Agent Tenno is targeting the helicopter with an RPG or avoiding rockets, he should remain behind cover but not flat against it. Standing behind cover without flattening up against it provides considerable protection, and it also allows Tenno to run around to the other side of it as the helicopter circles the battlefield.

When the helicopter hovers in the air without moving, Tenno should be flat up against cover for two reasons. Not only is it the safest way to aim the RPG at the helicopter, it also protects him against rockets aimed directly at him.

Duck and Cover

If Tenno is leaning out from behind cover to aim at the helicopter, he is vulnerable to the helicopter's rockets and machineguns. As soon as the rockets are fired, duck back behind cover.

Tenno must know where the helicopter is at all times, both to avoid its attacks and to seize the opportunity if an opening presents itself. It is essential to keep cover between Tenno and the helicopter, which means moving around the object being used for cover whenever the helicopter flies over it.

Offensive Strategy

The only weapon that Agent Tenno can use to destroy the helicopter is an RPG. Tenno needs to hit the helicopter three times to shoot it down.

When Tenno picks up the RPG from the battlefield, he should also pick up nearby RPG rounds. Tenno can carry up to four RPG rounds, plus one in the RPG itself. This allows him to focus solely on dodging the helicopter's attacks and returning fire for the rest of the battle.

The helicopter has distinct attack patterns, so look for it to hover in the air. When this occurs, aim at the helicopter and keep the targeting reticule on it until it turns red. When that happens, the RPG is locked on, meaning Tenno can fire the weapon for a guaranteed hit.

SHARPSHOOTER

If Tenno has an especially steady hand, he can aim at the helicopter even when it is in motion, but he should only do so if the helicopter is facing away from him.



JACKALS

Jackal tanks are experimental Russian heavy artillery units. This is a sign of how desperate things have become in Lasria that this untested hardware has been deployed. Controlled by a single operator, who enters the vehicle from the rear, these spider-legged assault vehicles can withstand tremendous punishment—and inflict plenty of their own.



Attack Patterns

Jackals hone in on Agent Tenno and blast away at him relentlessly with machineguns and rockets. If Tenno hides behind cover, the Jackal will circle around to attempt to flank him. Its armor is incredibly tough, capable of withstanding multiple RPG hits and Frag Grenade blasts.

The Jackal's primary weapon is its machinegun, which it fires almost constantly. Tenno can withstand no more than a handful of shots from this powerful weapon without taking a fatal amount of damage. Its accuracy is significantly diminished at long ranges.

The only time it stops firing its machineguns is when it is preparing to use its cannon. The explosive blasts of the cannon can kill Tenno even on a near miss.

Defensive Strategies

Agent Tenno must remain behind cover at all times when facing a Jackal. He will not survive more than a few seconds out in the open. He should flatten against cover when attacking and make sure he's completely behind it when the Jackal fires its cannon.

Unlike the helicopter, the Jackal cannot move quickly around objects that Tenno uses for cover, but Tenno should be ready to move around them when the Jackal starts attempting its slow flanking maneuvers.

If Tenno needs more RPG rounds or Frag Grenades during a battle, use his Glaive to Steal them from the battlefield if possible, rather than break cover and run for them.

Offensive Strategies

The only conventional weapons that can damage a Jackal are RPGs and Frag Grenades. Because the Jackal is a slow-moving target, it's not important to lock onto it with the RPG; simply duck out from behind cover, aim, and fire.

Tenno should never expose himself to the Jackal's fire for longer than the time it takes to fire the RPG or throw a Frag Grenade. He should also not attempt an attack unless he is healthy.

If there is a source of electricity in the area, Tenno can instantly disable the Jackal by charging his Glaive with electricity and hitting any part of the Jackal with it. The experimental hardware is not sufficiently insulated to keep its operator from being electrified by the jolt. At this point, Tenno can run up to the back of the Jackal and hijack it.



ELITE TROOPERS

Lasra's Elite Troopers are individual soldiers encased in impenetrable armor. These foes also have a cannon that fires explosive shells and doubles as a minigun. They are engineered to be dropped deep into enemy territory and obliterate all opposition forces without requiring any support.

BASE HEALTH

400

ENERGY WEAKNESSES

None



Attack Patterns

Elite Troopers are extremely slow and ponderous, but being virtually indestructible, that is not often a serious drawback. Their primary mode of attack is to target Agent Tenno and slowly pursue him, tracking him with their minigun and occasionally lobbing explosive shells. Elite Troopers will follow Tenno wherever he goes and they will not stop attacking until they are destroyed. Tenno can survive a few rounds from the minigun, but an explosive shell will kill him even on a near miss.

Defensive Strategy

As with any heavily armed enemy, maintaining cover when facing an Elite Trooper is extremely important. The Elite Trooper's minigun is not an overly fearsome weapon as long as Tenno keeps his distance, but its explosive cannon shells are deadly.

One of Tenno's greatest advantages is the fact that the Elite Trooper will follow him anywhere. This means that Tenno can lure the Elite Trooper to one end of the battlefield, and then sprint to the other, leaving the Elite Trooper far behind.

The Elite Trooper also has difficulty attacking targets at point blank range. If Tenno stands extremely close to the Elite Trooper, it will not fire its cannon, and it is too slow to react to Tenno's presence effectively.

Offensive Strategy

The Elite Trooper has three glowing blue power cells on its armor, two on its shoulder and one on its back. Agent Tenno must first destroy both of them to make the Elite Trooper vulnerable. Using After Touch on a thrown Glaive (especially following a Power Throw) is the best way to hit them. A shower of sparks indicates a hit. A flickering red patch where the power cell used to be indicates that the cell has been destroyed.

When both power cells are destroyed, Tenno must hit the exposed areas where they used to be in order to damage the Elite Trooper. Eventually, the Elite Trooper's armor will be disabled and it will fall to the ground motionless.

Short Circuited

After an Elite Trooper has been disabled, Tenno can charge up his Glaive with electricity from its disabled armor.

After Tenno acquires the Proto-Armor, he is strong enough to wield a fallen Elite Trooper's cannon himself.



Infected Lasrians

Technocyte-infected Lasrians attack Agent Tenno on sight, despite the fact that they usually do not attack other humans who are infected with the Technocyte virus. This may be due to the fact that Tenno can resist the virus's attempts to dominate his will, or some other unknown factor may be at work.

ENFERON SHELLS

During his mission, Agent Tenno can find several Enferon Shell upgrades to use to modify his weapons in the Black Market. This upgrade causes each round of the modified weapon to release a small cloud of Enferon gas on impact, dealing significantly more damage to any Technocyte-infected target.

HOWLERS

Howlers are the weakest of the Technocyte creatures prowling the streets of Lasria. They are recently-infected humans who have not yet evolved to the next stage of the Technocyte mutation. Ravenous and single-minded, they attack any human on sight, either to infect or feast upon them.

BASE HEALTH

75

ENERGY WEAKNESSES
Fire, Ice, Electricity



Attack Patterns

Howlers often attack in groups, and there is nothing subtle about a Howler's attack pattern. When it sees Agent Tenno or a Lasrian soldier, it immediately rushes toward them and attacks with teeth, claws, and the occasional blunt object.

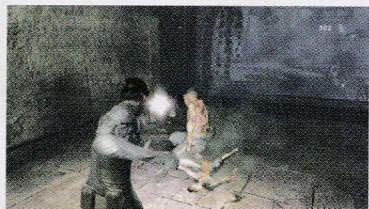
When Howlers reach their target, they attempt to surround it and attack from all sides, making it extremely difficult for their prey to resist them. Howlers initially move at a slow stagger, but as soon as they are within range, they charge forward suddenly with astonishing speed. They also break into a run if Tenno injures but does not kill them.

Defensive Strategy

When dealing with Howlers, the best defense is a good offense. Agent Tenno's best option is to remain out in the open and kill the Howlers before they reach him. Finding cover does Tenno no good—it just keeps him in one place as the Howlers advance.

If attacked by one or two Howlers, Tenno can fight them off with melee attacks and finishers. If more than three Howlers attack, it's best to just dodge away from them. Sprinting away from Howlers is of limited value, as they can run almost as fast as Tenno.

If a Howler latches onto Tenno, Tenno must repeatedly tap the button in the on-screen prompt to fight it off. The longer it takes, the more damage he suffers.



Offensive Strategy

Headshots from the Glaive will kill Howlers in a single blow. If the Glaive strikes anywhere else on the Howler's body, additional hits or gunfire are necessary to kill it, but the initial Glaive hit should stun the Howler and make it vulnerable to a finisher. Because Howlers tend to attack in groups, it is possible to kill multiple Howlers with a single After Touch attack by steering the Glaive into their heads.

A Glaive charged with any type of energy will kill a Howler in a single blow, no matter where the Glaive strikes it. If Tenno holds a charged Glaive in his hand, his melee attacks inflict energy damage and make it easier for Tenno to execute finishers.

Suicide Bomb

Occasionally, a Howler will explode after Tenno kills it, especially if it is hit by a fire Glaive. The resulting explosion inflicts moderate damage in a very narrow blast radius.

MOLES

Moles are Technocyte-infected dogs, essentially the canine version of Howlers. They are faster and more durable than Howlers, and they often launch surprise attacks by digging up from under the ground, hence the name.

BASE HEALTH

200

ENERGY WEAKNESSES

Fire



Attack Patterns

Whenever possible, Moles will hide underground and burst out to attack Tenno. They attack with a running leap-and-bite technique that knocks Tenno to the ground, leaving him vulnerable to other attacks.

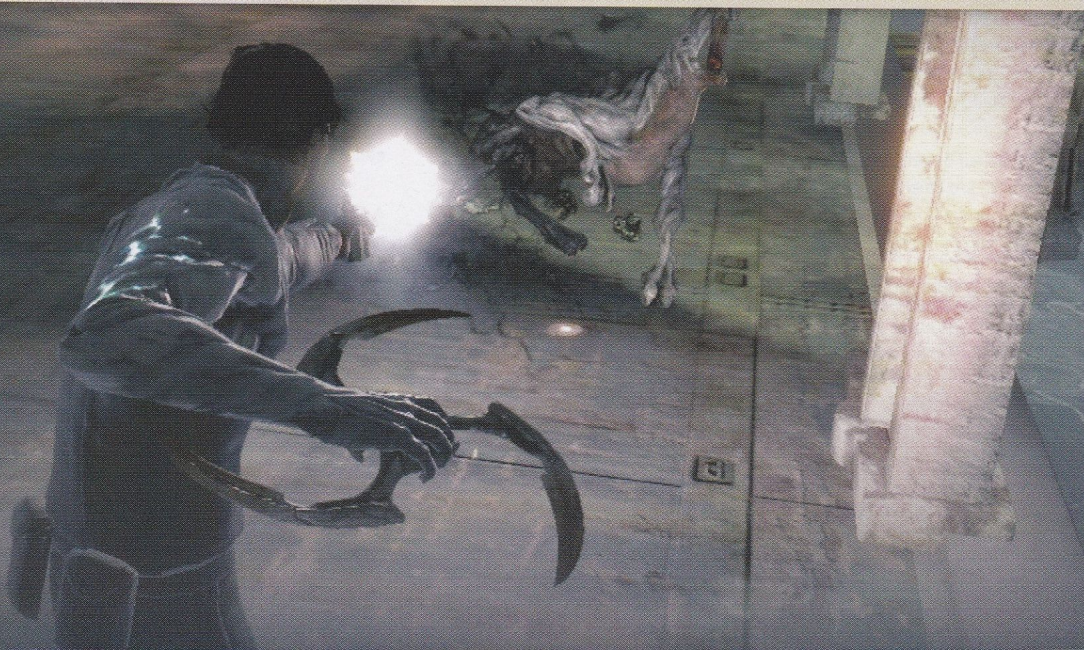
Like Howlers, Moles will attack Tenno when he draws near. Additionally, if a Mole successfully pounces on Tenno, you must repeatedly press the button in the on-screen prompt to fend it off. The longer it takes, the more damage the Mole inflicts.

Defensive Strategy

Agent Tenno has no real defense against a Mole, except to kill it as quickly as possible. Tenno can dodge a Mole's attacks, but he cannot outrun one.

Offensive Strategy

A headshot with the Glaive will kill a Mole in a single attack, as will a flaming Glaive that hits any part of the Mole's body. Any other Glaive attack will stun the Mole, which leaves it vulnerable to a finisher.



STINGERS

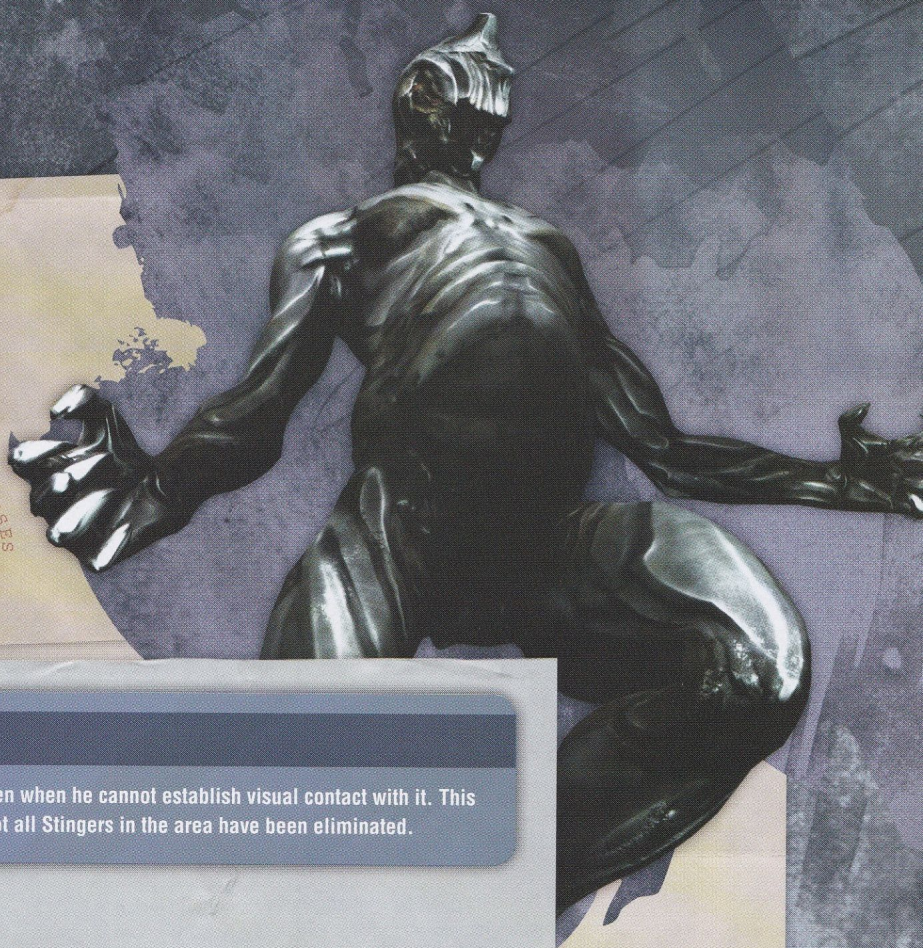
Stingers are an evolved form of Technocyte creature, capable of leaping great distances and moving on all fours at high speeds. They can also attack from a distance with a biological projectile attack. Because of some similarities in attack patterns, it has been suggested that they might be Troopers who were infected during the early days of the outbreak.

BASE HEALTH

250

ENERGY WEAKNESSES

Fire, Ice,
Electricity



CALL OF THE WILD

Agent Tenno can often hear the howl of a Stinger even when he cannot establish visual contact with it. This can be a valuable tool for determining whether or not all Stingers in the area have been eliminated.

Attack Patterns

Stingers often leap into a battlefield through windows or elevated walkways. Like Troopers, they tend to attack in groups, seeking cover immediately and advancing toward Tenno tactically. Unlike Troopers, however, Stingers can leap high into the air, quickly advancing on Tenno or retreating from a vulnerable position. Stingers are extremely reluctant to leave cover and almost never confront Agent Tenno directly.

A Stinger's primary attack is a ranged projectile spray of thorns and bio-energy. It is extremely deadly at close ranges, but it quickly spreads out, making it an ineffective long-range attack.

Defensive Strategy

Stingers will advance to an area of cover and remain there, firing at Tenno whenever he reveals himself. This makes skirmishes with Stingers similar to gun battles with Troopers. During these fights, find solid cover and attack the Stingers from behind it.

Keeping Stingers at a distance can be challenging, but it is the best way to neutralize their projectile attacks. If Tenno has Shield Power, he can reflect their projectiles back at them, or at any target he has in his reticule.

Offensive Strategy

A single headshot from the Glaive will kill a Stinger instantly, as will any hit with a Glaive charged with any type of energy. An uncharged Glaive that does not strike a Stinger's head will stun the creature, but it will not kill it. While it is stunned, it is vulnerable to a finisher.

Stingers do not advance as aggressively as Troopers, but the closest ones to Tenno are the most dangerous, as their projectile attacks are more accurate. Also, if Tenno does not check their advancement, they will eventually flank Tenno and hit him from multiple directions.



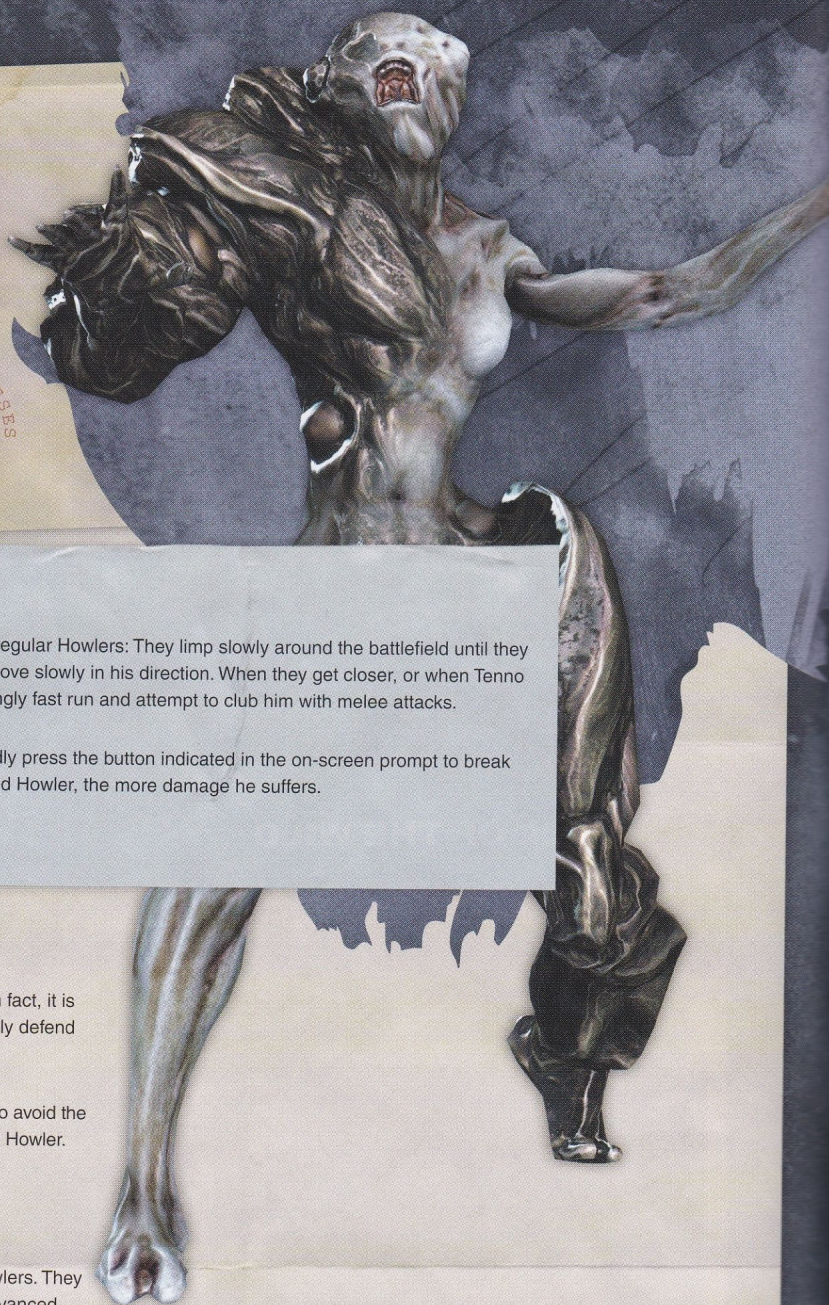
ADVANCED HOWLERS

As time passes and the Technocyte virus mutates inside of its hosts, the Howlers that Agent Tenno first encountered earlier become Advanced Howlers, which are faster, stronger, and tougher than regular Howlers.

BASE HEALTH

500

ENERGY WEAKNESSES
Fire, Ice, Electricity



Attack Patterns

Advanced Howlers use the exact same attack patterns as regular Howlers: They limp slowly around the battlefield until they notice Agent Tenno. If Tenno is far away, they continue to move slowly in his direction. When they get closer, or when Tenno injures them without killing them, they break into a surprisingly fast run and attempt to club him with melee attacks.

If an Advanced Howler grabs onto Tenno, he must repeatedly press the button indicated in the on-screen prompt to break free. The longer Tenno remains in the grasp of the Advanced Howler, the more damage he suffers.

Defensive Strategy

Cover does Agent Tenno no good against Advanced Howlers. In fact, it is a hindrance, as it makes him easier to flank. The best way to truly defend against Advanced Howlers is to kill them—and fast!

When an Advanced Howler lunges toward Tenno, he can dodge to avoid the attack and put some distance between himself and the Advanced Howler.

Offensive Strategy

Agent Tenno cannot afford to take his time killing Advanced Howlers. They have tremendous resilience and being preoccupied with one Advanced Howler opens him to attack by other foes. There are three ways to kill an Advanced Howler in one blow and each method involves the Glaive.

A thrown Glaive charged with any type of energy will kill an Advanced Howler instantly, no matter where the Glaive hits it. Steering the Glaive into an Advanced Howler's head with After Touch also kills the Advanced Howler, as does decapitating the Advanced Howler with a Power Throw.

By attacking furiously, Tenno can almost always get the better of a single Advanced Howler in melee combat, often executing a finisher in the process. When two or more Advanced Howlers close in, though, Tenno should withdraw and regroup.



CHROMAS

Chromas are the most evolved form of the Technocyte-infected Lasrians. They are almost always found with a group of Stingers. They lack the vertical leaping ability of Stingers, but they more than compensate for it with the power to turn invisible for brief periods of time. When a Chroma starts to become invisible, its body fades away but its bioelectric skeleton remains visible for a few seconds longer.

BASE HEALTH

250

ENERGY WEAKNESSES

Fire, Ice, Electricity

Attack Patterns

Chromas turn invisible when they are moving into position to attack Agent Tenno. If Tenno does not stop their advance, they will move into a flanking position and attack from the side or rear. Chromas also disappear if Tenno injures but does not kill them. A Chroma can be injured whether or not it is visible. Also note that Chromas cannot attack while invisible.

Like Stingers, Chromas prefer to attack from behind cover with a ranged strike. These foes fire blasts of bioelectric energy that is more accurate at longer ranges than a Stinger's spikes.

Defensive Strategy

The most important thing to do when fighting Chromas is to know where they are at all times. Because their bio-energy blasts are more potent than Stingers' projectile attacks, Tenno must not expose himself to a Chroma's fire.

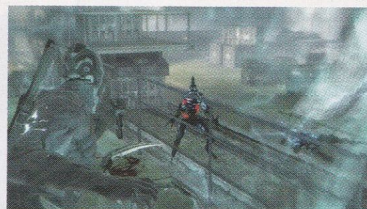
If a Chroma turns invisible after attacking, it is planning to move to another area of cover. If Tenno watches the Chroma closely as it disappears, it will give him a clue as to which direction it is going to move. This allows Tenno to anticipate where the Chroma will hide next.

Offensive Strategy

Agent Tenno should make the elimination of Chromas a top priority in any battle. When a Chroma is on the battlefield, every other enemy is a distraction that makes it easier for the Chroma to move into a flanking position.

A single headshot from the Glaive is enough to kill a Chroma. A Glaive charged with any type of energy also kills a Chroma instantly, no matter where it hits.

If Tenno hits the Chroma with an uncharged Glaive and does not kill it, follow up with pistol fire to further injure and stun the creature. If he does not finish it off quickly, the Chroma will turn invisible and reposition itself on the battlefield.



"Old Ones"

Several experimental subjects have broken free of the hidden research laboratory where the Technocyte virus was originally developed years ago. These "old ones" are fortunately few in number, but they are formidable foes.

COLOSSUS

The Colossus is the first "old one" that Tenno encounters. It appears in the Lasrian market at the end of the second chapter, and Tenno fights it to the death in the church at the end of the fourth chapter. The Colossus is a mammoth, ape-like creature possessed of tremendous strength and a virtually impenetrable armored shell. It attacks Russian soldiers and Agent Tenno without discrimination.



First Encounter

When Agent Tenno first encounters the Colossus in the outdoor Lasrian market, it attacks some nearby Russian soldiers before turning its attention to Tenno. None of Tenno's weapons can damage the Colossus at this point, so concentrate on avoiding the Colossus' attacks.

Its primary mode of attack is to hurl huge chunks of rubble. If Tenno keeps his distance from the Colossus, he can dodge these attacks. After throwing five hunks of rubble, the Colossus charges at Tenno with alarming speed. To avoid the Colossus, Tenno must sprint diagonally past it.



Second Encounter

The Colossus appears again in the middle of Chapter 4. It leaps down from a high rooftop and crushes an encampment of Russian soldiers before fleeing the area. Once again, Tenno cannot injure the creature but this time it poses no threat to him either.

Third Encounter

Near the end of the fourth chapter, the Colossus boss crushes a Jackal tank in the courtyard of a Lasrian church. When Tenno enters the church, his final battle with the Colossus begins. During the first part of the fight, the Colossus scales one of four large pillars inside the church. It rips chunks of masonry from the ceiling and hurls them down at Tenno. After doing so, it leaps to another pillar and repeats the attack.

To damage the Colossus, Tenno must light his Glaive on fire and hurl it up at the Colossus, preferably right after it leaps to a new pillar. Using After Touch helps to keep the Glaive on target.

Hitting the Colossus with the flaming Glaive causes its hard metallic shell to temporarily burn off and sends it crashing to the ground. Tenno must sprint up to it while it is vulnerable and follow two on-screen button prompts to damage the beast.

After Tenno successfully damages the Colossus, it swipes at him and then leaps back up to the ceiling. Tenno must damage the beast three times to proceed to the next part of the battle.

During the second phase of the battle, the Colossus stays on the ground, rips up debris from the floor, and hurls it at Tenno. After doing so three times, it charges at Tenno, smashing through almost everything in its way.

Tenno must burn the Colossus's armor off with a flaming Glaive shot, then attack it while it is vulnerable. Firearms upgraded with Enferon Shells are preferred, but a flaming Glaive and Frag Grenades also inflict significant damage.



STALKER

The Stalker is another test subject from the Lasrian laboratory. It resembles a lizard in some ways, including the ability to scale sheer surfaces and a chameleon-like power to blend in with its surroundings. Agent Tenno first encounters it on the Lasrian freighter at the end of chapter five, and he finally fights it in the underground tunnels at the end of Chapter 7.

BASE HEALTH

3500

ENERGY WEAKNESSES

Ice

First Encounter

While exploring the freighter at the end of Chapter 5, Agent Tenno opens what appears to be an empty shipping container. He realizes too late that it contains the invisible Stalker, which bursts out of the container and penetrates the hull of the freighter, causing it to take on water and ultimately sink.



Second Encounter

The Stalker surprises Agent Tenno in the underground tunnels during Chapter 7. It reaches out from a drainage pipe and grabs him without warning. Tenno must struggle free by repeatedly pressing the button indicated in the on-screen prompt.

Third Encounter

Agent Tenno finally confronts the Stalker at the end of Chapter 7. During the first part of the battle, the Stalker charges straight at Tenno while invisible, swipes at him with its claws (becoming visible in the process), and retreats to the other side of the combat arena, becoming invisible once again.

To avoid the Stalker's charge, Tenno must dodge to one side or the other just before it reaches him. The splashes on the surface of the water betray the invisible creature's location.

Even when it is invisible, the Stalker is still vulnerable. A powerful, rapid-fire firearm is the best weapon to use against the Stalker. Tenno should constantly attack the Stalker when he isn't dodging the Stalker's attack.

Tenno can charge his Glaive with frost by hurling it into the coolant canisters that pass by the arena on a conveyor belt. The Stalker is too

powerful to kill by freezing it solid, but a hit from the frozen Glaive will temporarily freeze its feet to the spot, giving Tenno several valuable seconds to attack it without fear of retribution.

After Tenno inflicts significant damage on the Stalker, it scales one of the two pillars in the arena. After a few seconds, it leaps out from one of the round openings that line the arena. Moving in unpredictable patterns and avoiding the openings helps Tenno to avoid this attack.

The Stalker then returns to its original attack pattern, but it also uses a Stinger-like projectile attack capable of killing Tenno in a single hit. Tenno can use his Energy Shield to reflect this back at the Stalker.

After the Stalker has taken a critical amount of damage, it hunches over and turns red. Tenno must run up to it quickly and follow the on-screen button prompt to execute a finisher and kill the beast.



NEMESIS

The mysterious creature known only as "Nemesis" accompanies Mezner each time he appears and seems to be his personal bodyguard. Agent Tenno encounters it at the end of the Chapter 1, when he is first infected with the Technocyte virus. He faces it in their final battle in Chapter 9.

BASE HEALTH

10,000

ENERGY WEAKNESSES

Fire, Ice, Electricity



First Encounter

After downing the helicopter at the end of Chapter 1, the Nemesis appears and attacks Tenno, shrugging off gunfire and an RPG attack. On Mezner's order, the Nemesis infects Tenno with the Technocyte virus, beginning Tenno's transformation.



Second Encounter

Agent Tenno encounters the Nemesis a second time at the end of Chapter 7, shortly after killing the Stalker. Although Tenno's Technocyte infection has evolved significantly, he is still helpless against the Nemesis. Tenno only survives the encounter by accidentally poisoning himself, causing Mezner and the Nemesis to believe that he is dead.



Third Encounter

After finding the Proto-Armor, Agent Tenno is finally strong enough to face the Nemesis in Chapter 9. The Nemesis is armed with a large bladed weapon and a bio-electrical shield that deflects all attacks.

During the first part of the battle, the Nemesis attacks Tenno by attempting to strike him with its blade. Tenno can dodge these attacks by responding quickly. Otherwise, he must repeatedly press the button indicated in the on-screen prompt to parry the blow. As long as its shield is not charged, Tenno can attack the Nemesis successfully with firearms and his Glaive.

Eventually, the Nemesis charges its blade with electricity and hurls it at Tenno. As soon as he avoids the blade, Tenno must throw his Glaive at it to electrify his Glaive, and then guide the electrified Glaive with After Touch to bypass the Nemesis' shield.

Hitting the Nemesis with an electrified Glaive stuns the foe. Tenno must run up to it while it is stunned, execute a finisher, and then repeatedly tap the button indicated in the on-screen button command to damage the Nemesis.

When the Nemesis suffers damage, it retreats to an elevated section of the arena and continues to throw its electrified blade. To damage it, Tenno must use the same attacks that he used while the Nemesis was on the ground: charge his Glaive with electricity, guide the Glaive around the Nemesis' shield with After Touch, and then shoot it while it is stunned.



MEZNER

Dr. Robert Mezner is an Agency veteran who was dispatched to Lasra to monitor the Technocyte outbreak. Within a week of his arrival, he was somehow compromised by the virus. Although he is not technically one of the "old ones," he has some sort of rapport with the virus itself and can manipulate it—or is being manipulated by it.

BASE HEALTH

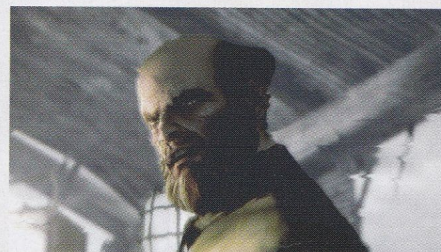
600

ENERGY WEAKNESSES

Electricity

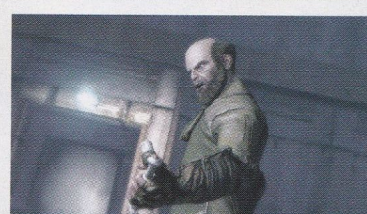
First Encounter

The first time Tenno encounters Mezner is at the end of Chapter 1, when Mezner orders the Nemesis to infect Tenno with the Technocyte virus. During Tenno's Technocyte evolutions, the voice of Mezner accompanies Tenno's physical transformations.



Second Encounter

The next time that Agent Tenno encounters Mezner is at the end of Chapter 7. Mezner demonstrates his control over the Technocyte virus inside of Tenno by preventing Tenno from killing him. Tenno counters by injecting himself with a poisoned anti-viral booster, which causes Mezner to leave Tenno for dead.



Third Encounter

At the end of the final chapter, Tenno penetrates the vault where the secret Lasrian laboratory was contained. Mezner has entered a symbiotic relationship with a massive Technocyte growth and tries to kill Tenno. To avoid providing any spoilers, please refer to the appropriate section of the walkthrough for specific tactics for this fight.



Weapons and the black market

There are more than a dozen implements of destruction that Agent Tenno can acquire in Dark Sector. Most of them must be purchased in the Black Market before they can be used.

The Black Market

The Black Market is the last hope for Lasria's few remaining uninfected civilians to purchase food, medicine, and other life-saving supplies. But for Agent Tenno, it's the only place he can acquire and upgrade firearms that have had their electromagnetic anti-Technocyte governors disabled, making it possible for the infected agent to use them.



OPEN FOR BUSINESS

The Black Market is not available until Tenno meets up with Yargo at the end of Chapter 3 and receives the Soviet medal that indicates to the members of the black market that Yargo vouches for him.



The Black Market can only be accessed through manholes found on Lasria's war-torn streets. Tenno must stand on one and follow the button prompt displayed on-screen to enter the market.

BUYING & SELLING

To see what's for sale at the Black Market, choose BUY from the Black Market main menu. Not all weapons are available for purchase at all Black Markets. If Tenno does not have enough rubles to afford a certain weapon, it is grayed out as an option on the list. Highlighting different weapons displays the ratings for their firepower, fire rate and clip size, as well as an illustration of the type of ammo it uses.

WEAPON STATS

FIREPOWER is the amount of damage each shot causes. As a point of reference, a Trooper's base health is 100.

FIRE RATE indicates how many shots can be fired from the weapon per second. The higher the rate, the faster it shoots.

CLIP SIZE refers to the number of shots the weapon can fire before it must be reloaded. Weapons with high fire rates should have large clip sizes as well, or Tenno will spend too much time reloading.

If you have weapons or upgrades that you are not overly attached to, then choose the SELL option from the main menu to see how much you get for them. Because Tenno can only carry one handgun and one rifle (or shotgun) at a time, and because they only have a limited number of upgrade slots available, you should use this option to get some cash for the hardware he is not using, rather than hoarding it.

UPGRADING

Metal briefcases containing weapon upgrades are located throughout the area (refer to the individual walkthrough sections for the exact locations). Tenno can approach them and pick them up, or use the Glaive's Steal ability, to add them to his inventory. Upgrades can only be applied in the Black Market. Choose the UPGRADE option from the Black Market's main menu to do so.

Each weapon has a limited number of upgrade slots, represented by gray boxes underneath the image of the weapon. To apply an upgrade to a weapon, the weapon must have an empty upgrade slot. After applying an upgrade to a weapon, it cannot be removed.



Black Market Entrances by Chapter

| Ch. # | # of Entrances | Handguns | Rifles/Shotguns |
|-------|----------------|---|---|
| 1 | 0 | n/a | n/a |
| 2 | 0 | n/a | n/a |
| 3 | 0 | n/a | n/a |
| 4 | 5 | Tekna Burst, Vekesk Micro | AKS-74, Striker |
| 5 | 2 | Tekna Burst, Vekesk Micro | AKS-74, Striker, Protecta, VX Carbine |
| 6 | 1 | Tekna Burst, Vekesk Micro, Spectre, Hammer 1895 | AKS-74, Striker, Protecta, VX Carbine |
| 7 | 4 | Tekna Burst, Vekesk Micro, Spectre, Hammer 1895 | AKS-74, Striker, Protecta, VX Carbine, Korbov TK6 |
| 8 | 0 | n/a | n/a |
| 9 | 2 | Tekna Burst, Vekesk Micro, Spectre, Hammer 1895 | AKS-74, Striker, Protecta, VX Carbine, Korbov TK6 |
| 10 | 0 | n/a | n/a |

ROOM FOR IMPROVEMENT

When purchasing a weapon, don't just look at its base stats. Pay attention to how many upgrade slots it has. With the correct upgrades, a weapon with three or four upgrade slots may turn out to be a better investment than a more powerful firearm with only two.

The highlighted weapon's statistics are displayed on the UPGRADE menu, just as they are in the BUY and SELL menus. Numbers in red indicate that the statistic has been improved through upgrades.

Weapon Upgrade Locations

There are 37 upgrades to find. Collecting all 36 earns you the "Master Researcher" Achievement/Entitlement. Here's a listing of them all.



Chapter 2, Part 1: Down the hall after blowing up the door with C4.



Chapter 2, Part 2: On a second story ledge to the right after exiting the warehouse.



Chapter 3, Part 1: On a table inside the tent after the first locked gate.



Chapter 3, Part 2: Behind a generator in the room with the first electrical panel.



Chapter 3, Part 2: In the elevator room.



Chapter 3, Part 3: In the left side underground room, behind the cardboard boxes.



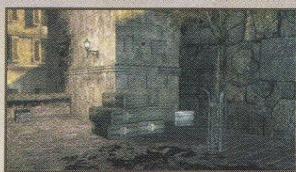
Chapter 4, Part 1: In an alcove at the far end of the street from the school entrance.



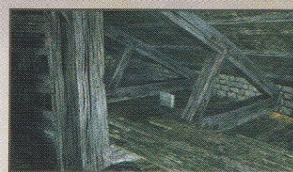
Chapter 4, Part 2: On the ground floor, on the right side of the room.



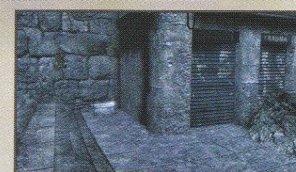
Chapter 4, Part 3: Behind the tents after the Colossus attack.



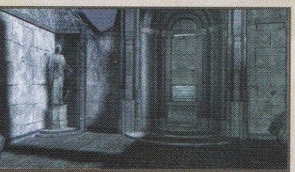
Chapter 4, Part 3: At the far right end of the raised area near the machinegun emplacement



Chapter 4, Part 4: In the attic, before the Stinger attack.



Chapter 4, Part 4: To the rear left as you spawn in.



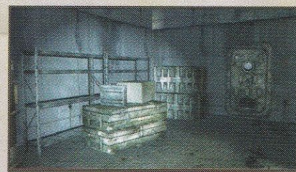
Chapter 4, Part 5: At the end of the cinematic, inside the small wrecked chapel.



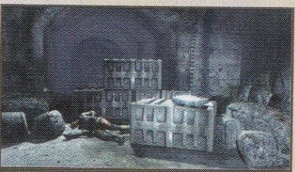
Chapter 4, Part 6: Inside the mausoleum, in the room with the twist valve.



Chapter 4, Part 6: In the large open courtyard before entering the church.



Chapter 4, Part 8: In a side room immediately after the Nadia cinematic.



Chapter 5, Part 1: Directly in front of you after you spawn in.



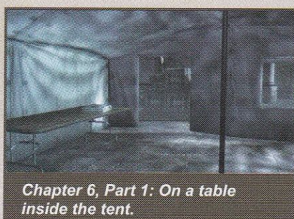
Chapter 5, Part 3: Jump down onto the freighter deck; it's to the right around a shipping crate and some wooden boxes.



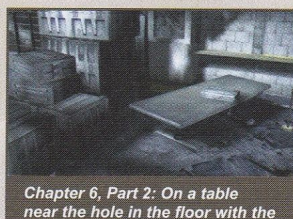
Chapter 5, Part 4: In the third room in the left-rear corner around a shipping crate.



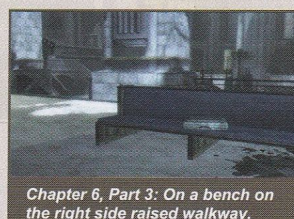
Chapter 5, Part 5: Behind and up the stairs just before you exit the level by jumping over the railing.



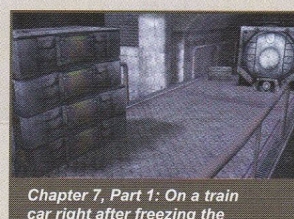
Chapter 6, Part 1: On a table inside the tent.



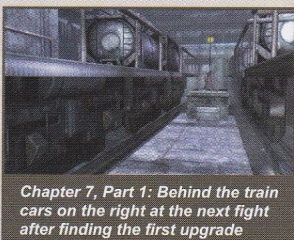
Chapter 6, Part 2: On a table near the hole in the floor with the generator.



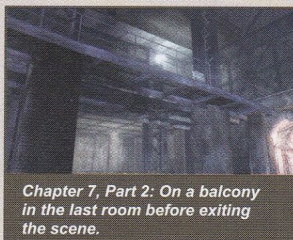
Chapter 6, Part 3: On a bench on the right side raised walkway.



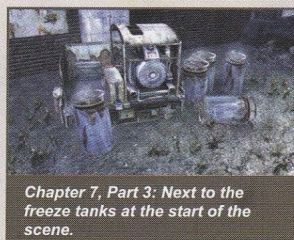
Chapter 7, Part 1: On a train car right after freezing the Technocyte webbing.



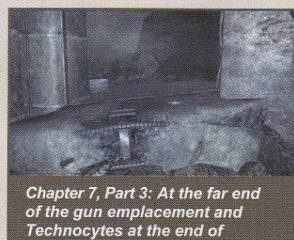
Chapter 7, Part 1: Behind the train cars on the right at the next fight after finding the first upgrade briefcase.



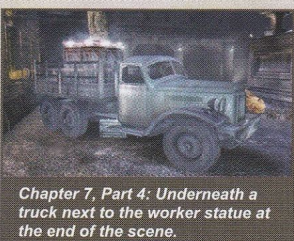
Chapter 7, Part 2: On a balcony in the last room before exiting the scene.



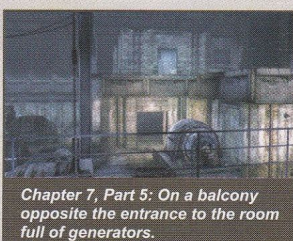
Chapter 7, Part 3: Next to the freeze tanks at the start of the scene.



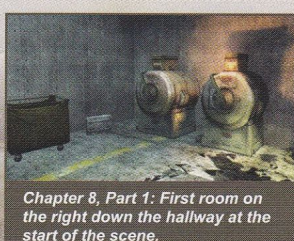
Chapter 7, Part 3: At the far end of the gun emplacement and Technocytes at the end of the scene.



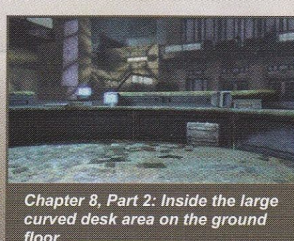
Chapter 7, Part 4: Underneath a truck next to the worker statue at the end of the scene.



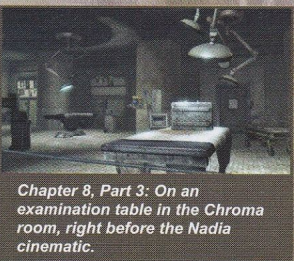
Chapter 7, Part 5: On a balcony opposite the entrance to the room full of generators.



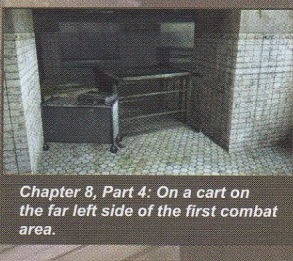
Chapter 8, Part 1: First room on the right down the hallway at the start of the scene.



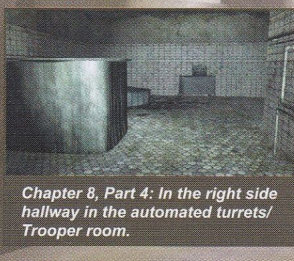
Chapter 8, Part 2: Inside the large curved desk area on the ground floor.



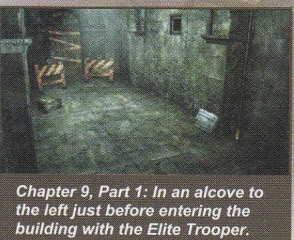
Chapter 8, Part 3: On an examination table in the Chroma room, right before the Nadia cinematic.



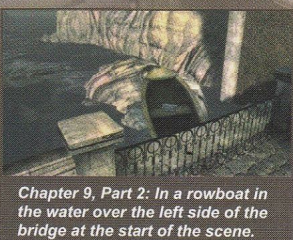
Chapter 8, Part 4: On a cart on the far left side of the first combat area.



Chapter 8, Part 4: In the right side hallway in the automated turrets/Trooper room.



Chapter 9, Part 1: In an alcove to the left just before entering the building with the Elite Trooper.



Chapter 9, Part 2: In a rowboat in the water over the left side of the bridge at the start of the scene.

Accuracy

Accuracy decreases the amount of recoil ("kick") given off by a weapon when it's fired, which keeps the operator from having to re-aim after each shot. Each Accuracy upgrade reduces recoil by 25 percent.

Clip Extender

Clip Extender enables the weapon to hold more ammunition, allowing the operator to fire more shots between reloads. Each Clip Extender upgrade increases the size of the clip by 25 percent.

Double Shot

Double Shot causes the weapon to shoot twice every time it is fired. This burns through ammunition more quickly, requiring more frequent reloads, but it effectively doubles the amount of damage caused by the weapon by halving its clip size.

Enferon Shells

Enferon Shells contain Enferon, a chemical that causes mild irritation in healthy adults who are exposed to it but inflicts tremendous damage against Technocyte-infected creatures. Against infected creatures, Enferon Shells increase a weapon's firepower by 10. It provides no firepower bonus against uninfected targets, like Troopers. Tenno should not use this on firearms designed for close range use, as he may get caught in the Enferon cloud.

Fire Power

Fire Power increases a weapon's overall firepower. Each Fire Power upgrade enhances the weapon's firepower rating by 25 percent.

Fire Rate

Fire Rate allows a weapon to fire more shots per second. Each Fire Rate upgrade increases a weapon's fire rate by 25 percent.

Puncture

Puncture gives a weapon's ammunition the ability to travel through flesh targets and strike targets beyond them. Each Puncture upgrade enables a weapon's shots to penetrate one additional target.

Reload Speed

Reload Speed decreases the amount of time it takes to reload a weapon. Each Reload Speed upgrade cuts the reload time by 25 percent.

Stopping Power

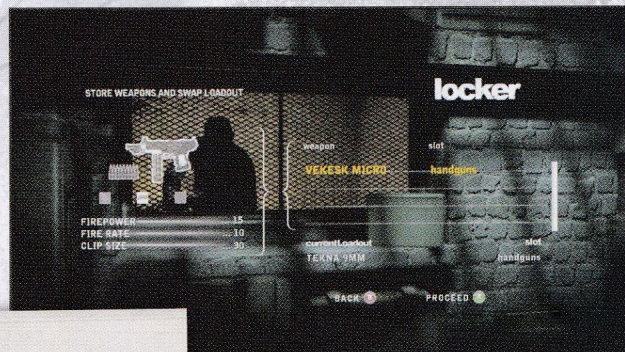
Stopping Power increases a weapon's ability to knock down enemies, slowing their advances and making them easy targets. Each Stopping Power upgrade improves the chances of knocking a target down by 25 percent.

Upgrade Slots

Upgrading a weapon with Upgrade Slots increases the available number of upgrade slots on the weapon by one.

LOCKER

Tenno can only carry one handgun and one shotgun or rifle at a time. Any other weapons are stored in the locker, which is accessed by choosing LOCKER from the Black Market main menu. Weapons that are not in use are displayed on the right side of the screen. The currently equipped weapons appear on the bottom of that list underneath CURRENT LOADOUT. To move a weapon from the locker into Tenno's personal inventory, simply select it from the locker list.



Black Market Weapons

The following weapons can be bought and sold at the Black Market. Each firearm is classified as either a handgun (single-handed weapon) or rifle/shotgun (two-handed weapon).

Hammer 1895

The Hammer 1895 is the most powerful handgun that Agent Tenno can acquire in Lasra. However, its firepower and accuracy are tempered by its slow rate of fire and limited clip size.

Recommended upgrades: Clip Extender, Fire Rate.



| | |
|------------------|-------------------|
| Firepower | 100 |
| Rate of Fire | 1 per second |
| Ammo (Clip Size) | 6 |
| Buy | 31,000 |
| Sell | 15,500 |
| Ammo Type | Full Metal Jacket |

Tekna 9mm

Tenno begins his mission with the Tekna 9mm, a lightweight but accurate pistol.

Recommended upgrades: Double Shot, Fire Power, Clip Extender, Enferon Shells.



| | |
|------------------|--------------|
| Firepower | 20 |
| Rate of Fire | 5 per second |
| Ammo (Clip Size) | 12 |
| Buy | 9,000 |
| Sell | 4,500 |
| Ammo Type | Pistol |

Tekna Burst Pistol

The Tekna Burst Pistol is a Tekna 9mm that has been modified to fire three-shot bursts. Its firepower and accuracy are slightly lower than the unmodified Tekna 9mm, but it has a greater clip size.

Recommended

upgrades: Fire Power, Enferon Shells, Accuracy.



| | |
|------------------|-----------------|
| Firepower | 18 |
| Rate of Fire | 16.6 per second |
| Ammo (Clip Size) | 26 |
| Buy | 10,500 |
| Sell | 5,250 |
| Ammo Type | Pistol |

Vekesk Micro

This fully automatic 9mm pistol is ideal for spraying lead across the battlefield while keeping a free hand. It's not quite as fast or powerful as the Tekna Burst Pistol, but its larger clip and full auto fire more than make up for it. **Recommended**

upgrades:

Fire Power, Clip Extender, Enferon Shells.



| | |
|------------------|---------------|
| Firepower | 15 |
| Rate of Fire | 10 per second |
| Ammo (Clip Size) | 30 |
| Buy | 21,000 |
| Sell | 10,500 |
| Ammo Type | Pistol |

RIFLES/SHOTGUNS

AKS-74

The AKS-74 is the least expensive two-handed firearm available, and its limited firepower explains its discount price. However, it is also the first fully automatic rifle that Tenno can acquire and the proper upgrades can help compensate for its shortcomings.

Recommended

upgrades: Accuracy, Fire Power, Puncture, Upgrade Slots.



| | |
|------------------|---------------|
| Firepower | 15 |
| Rate of Fire | 10 per second |
| Ammo (Clip Size) | 30 |
| Buy | 20,000 |
| Sell | 10,200 |
| Ammo Type | Rifle |

Protecta

The Protecta is the best shotgun available in the Black Market. It is faster, more powerful, and has a larger clip size than any other shotgun. In addition, it's ideal for fighting foes at close and medium ranges.

Recommended

upgrades: Fire Rate, Stopping Power, Reload Speed.



| | |
|------------------|----------------|
| Firepower | 250 |
| Rate of Fire | 1.3 per second |
| Ammo (Clip Size) | 12 |
| Buy | 39,000 |
| Sell | 19,500 |
| Ammo Type | Shotgun |

Korbov TK6

The Korbov TK6 is one of Lasria's finest firearms. Accurate, powerful, and fully automatic, it makes short work of enemies at practically any range.

Recommended

upgrades: Fire Power, Enferon Shells, Stopping Power.



| | |
|------------------|---------------|
| Firepower | 20 |
| Rate of Fire | 10 per second |
| Ammo (Clip Size) | 30 |
| Buy | 40,000 |
| Sell | 20,000 |
| Ammo Type | Rifle |

Spectre

The Spectre is a lower-end shotgun with an extremely limited clip size. It can be upgraded to become more useful, but you're better off trading it as soon as a better shotgun becomes available.

Recommended

upgrades: Clip Extender, Fire Rate, Stopping Power.



| | |
|------------------|--------------|
| Firepower | 200 |
| Rate of Fire | 1 per second |
| Ammo (Clip Size) | 2 |
| Buy | 28,000 |
| Sell | 14,000 |
| Ammo Type | Shotgun |

Striker

The Striker is a good mid-range shotgun that combines versatility with affordability. An upgraded Striker can become nearly as formidable of a firearm as a base model Protecta.

Recommended upgrades: Reload Speed, Stopping Power, Clip Extender



| | |
|------------------|--------------|
| Firepower | 200 |
| Rate of Fire | 1 per second |
| Ammo (Clip Size) | 6 |
| Buy | 26,000 |
| Sell | 20,800 |
| Ammo Type | Shotgun |

VX Carbine

The VX Carbine is a high-powered sniper rifle that is accurate at long distances. At first, it may be a challenge to use it effectively; however, if upgraded properly, it can be used to pick off enemies quickly and safely at great distances.

Recommended upgrades: Accuracy, Clip Extender, Fire Rate, Reload Speed.



| | |
|------------------|-------------------|
| Firepower | 100 |
| Rate of Fire | 0.5 per second |
| Ammo (Clip Size) | 6 |
| Buy | 19,000 |
| Sell | 15,200 |
| Ammo Type | Full Metal Jacket |

OTHER WEAPONS

Frag Grenades

Frag Grenades are designed to be thrown close to enemies so that the intended targets are caught in the grenade's blast radius. Not only can they hit several grouped enemies at once, they can be used to blow up explosive barrels or other volatile objects. Some enemies, like the Jackal tank, can only be damaged by explosives like Frag Grenades.

| | |
|------------------|--------------|
| Firepower | 50 |
| Rate of Fire | 1 per second |
| Ammo (Clip Size) | n/a |
| Buy | 900 |
| Sell | 450 |
| Ammo Type | n/a |

Battlefield Weapons

Not all of Tenno's weapons come from the Black Market. There are a few specialized weapons that are only found on the battlefield. They are almost always meant to be used in the area in which they are found. Tenno does not carry them with him or store them in his Black Market locker.

Elite Trooper Cannon

After Tenno acquires the Proto-Armor, he can use the cannons from fallen Elite Troopers as weapons. Although an Elite Trooper cannon gives Tenno incredible firepower, it also severely limits his movement, slowing him down and rendering him incapable of using cover. Both the minigun and rocket require a second or two to warm up before they fire.



| | |
|-----------|---------------------------------|
| Firepower | 10 (minigun), 100 (rocket) |
| Clip Size | Unlimited (minigun), 4 (rocket) |

RPG

Rocket-Propelled Grenades combine the most lethal aspects of rifles and grenades. Like a rifle, they can be aimed at a target with great accuracy. And like a grenade, their rounds explode, dealing damage to a wide area and igniting any flammable enemies or objects within radius. Some enemies, like helicopters, can only be damaged by RPGs.



RPGs use RPG rounds as ammunition. Most RPGs are found with one round already loaded. Tenno can hold up to four RPG rounds at a time, and the rounds can be used in any RPG Tenno encounters.

| | |
|------------------|------------|
| Firepower | 100 |
| Ammo (Clip Size) | 1 |
| Ammo Type | RPG Rounds |

achievements and entitlements

There are 1000 Achievements (Xbox 360) and Entitlements (PS3) points to earn in Dark Sector. The awards are divided into four categories: Level Completion, Bosses, Combat, and Multiplayer.

Level Completion (300 Points Total)

Completing each of the game's 10 chapters earns you an award. After successfully completing the game, the option to play through again on Brutal Difficulty appears. In Brutal Difficulty, the objectives are the same and all of the usual strategy applies, but the enemies are much tougher.

Whether playing through the game on Normal or Brutal Difficulty, refer to the walkthrough in this guide for detailed strategy on how to complete each chapter.

Level Completion Achievements & Entitlements

| Award | Description | Points |
|-------------------------------|--|------------|
| Prologue | Complete Chapter 1 | 10 points |
| Exposure | Complete Chapter 2 | 10 points |
| Baggage Claim | Complete Chapter 3 | 10 points |
| Moths to the Flame | Complete Chapter 4 | 10 points |
| The Shipment | Complete Chapter 5 | 10 points |
| The Bait | Complete Chapter 6 | 10 points |
| Industrial Evolution | Complete Chapter 7 | 10 points |
| Unnatural History | Complete Chapter 8 | 10 points |
| Threshold Guardian | Complete Chapter 9 | 10 points |
| The Dark Sector | Complete the game on Normal Difficulty | 100 points |
| Dark Sector—Brutal Difficulty | Complete the game on Brutal Difficulty | 110 points |

Bosses (200 Points Total)

Detailed strategies for defeating each boss are located in the "Old Ones" section of the "Enemies" chapter in this guide, as well as in the appropriate chapter walkthroughs.

COLOSSUS

Defeated the Colossus.

After several encounters with the Colossus in Chapters 2 and 4, you finally face off against the Colossus in the church at the end of Chapter 4.

To defeat the Colossus, use a flaming Glaive to burn off its armor when it is in the rafters of the church. Run up to it when it falls to the ground and follow the on-screen button prompts to damage it. After three successful hits, the Colossus remains on the ground to attack. Continue burning its armor off to leave it defenseless against Glaive and gun attacks, and keep hitting it while it's vulnerable.

50 POINTS



STALKER

Defeated the Stalker.

Tenno inadvertently releases the Stalker from a shipping container at the end of Chapter 5. It appears several times during Chapter 7, which ends with a boss fight against the Stalker.

The Stalker remains invisible whenever it is not attacking, but the splashes in the shallow water of the arena give away its location. Dodge its claw attack when it approaches, and shoot it or hit it with the Glaive before and after its attack. When it climbs onto the ceiling, watch for it to leap out from the tunnels around the arena. In the second half of the fight, the Stalker uses a projectile attack that you can reflect back at it by using Shield Power. When it is severely injured and glowing red, run up to it and perform a finisher to kill it.



65 POINTS

NEMESIS

Defeated the Nemesis.

The Nemesis is Mezner's personal enforcer and it appears by the mad doctor's side in Chapters 1 and 7. You'll fight it near the end of Chapter 9.

When the Nemesis' bio-electric shield is not active, shoot it or hit it with the Glaive while dodging its melee attacks. To inflict real damage, though, you must dodge the electrified blade that the Nemesis hurls and use it to charge up the Glaive with electricity. Throw the electrified Glaive at the Nemesis, guiding it around the Nemesis' shield with After Touch. After three direct hits against the Nemesis from the electrified Glaive, the battle will end.



85 POINTS

Combat (300 Points Total)

The following 18 awards are only available in the single player game. You can earn them while playing through on either Normal or Brutal Difficulty, but each award is only given once.

HEADHUNTER

Decapitated 30 enemies.

10 POINTS

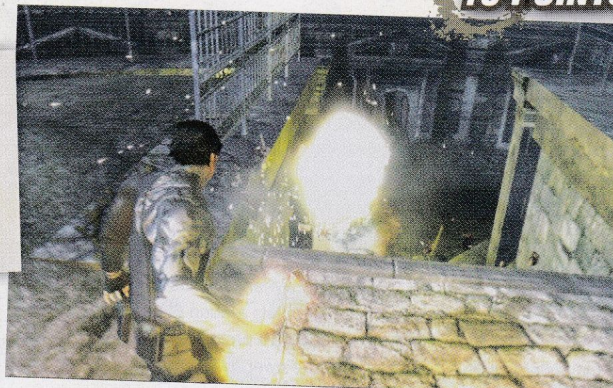
To earn this award, you must decapitate 30 enemies with the Glaive over the course of the game. Enemies that can be decapitated include Troopers, Hazmat Troopers, Howlers, Stingers, and Chromas. The best way to decapitate an enemy is to Power Throw the Glaive, then steer it into the enemy's neck with After Touch.



INCINERATOR

Incinerated 30 enemies.

Kill 30 enemies with flaming Glaive strikes over the course of the game to earn this award. Enemies that are vulnerable to fire include Troopers, Hazmat Troopers, Maulers, Howlers, Moles, Stingers, and Chromas. There are plenty of opportunities to earn Incinerator kills in the game, but Chapter 4's school and graveyard are two of the best areas to do it in.



10 POINTS

ELECTRICIAN

Electrocuted 30 enemies.

Use an electrified Glaive to fry 30 enemies during the game to earn this award. Troopers, Hazmat Troopers, Maulers, Howlers, Stingers, and Chromas are all vulnerable to electricity. Remember that sparking lamps and defeated Elite Troopers are often overlooked sources of electricity. The first battle outside of the school in Chapter 4 is a great opportunity to rack up Electrician kills, as is the timed escape from the sinking freighter at the end of Chapter 5.

10 POINTS

JACK FROST

Killed 30 frozen enemies.

To earn this award, you must defeat 30 enemies with an ice-charged Glaive. Troopers, Hazmat Troopers, Howlers, Stingers, and Chromas are all vulnerable to ice attacks. Chapter 7 provides the first time you can power up the Glaive with ice, so take full advantage of all the coolant canisters in the first half of the chapter to earn quick-freeze kills. If you have not earned this award before facing the Stalker boss, it is unlikely that you will be able to do so without restarting the chapter.

10 POINTS

FINESSE

30 After Touch kills.

You can earn a big award by killing 30 enemies with the After Touch ability over the course of the game. Because using After Touch to hit enemies' heads for one-shot kills is a vital strategy in this game, you'll probably earn this award without even trying. Because they tend to remain stationary behind cover, Troopers, Hazmat Troopers, Stingers, and Chromas are the best enemies to kill using After Touch.

40 POINTS



HARDBALL

30 Power Throw kills.

Killing 30 enemies with Power Throws nets you this award. The first step toward earning it is to practice Power Throws until the timing is down pat. One effective way to earn Power Throw kills is to lure a group of Howlers out of hiding, then walk backward while Power Throwing the Glaive into their midst. You should achieve at least one kill with each Power Throw and, if they are grouped closely together, you may defeat multiple Howlers with a single Power Throw.

35 POINTS

SHARPSHOOTER

Get 30 headshots.

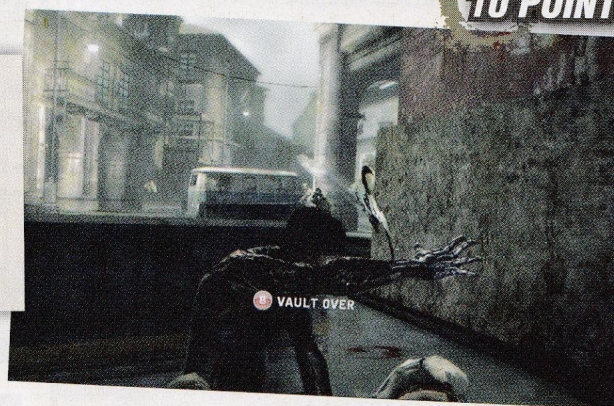
To earn the Sharpshooter award, execute 30 one-hit kills against enemies by sniping them in the head with a powerful firearm like the VX Carbine, or throw the Glaive into their skulls to drop them instantly. (Remember: A headshot is not the same thing as a decapitation.) Troopers, Hazmat Troopers, Howlers, Stingers, and Chromas are all vulnerable to headshots.

10 POINTS

GLAIVE MASTER

Completed a level by only using the Glaive.

If you make it through an entire chapter of the game without using any weapon other than the Glaive to injure or kill an enemy, you are awarded the title of Glaive Master. The best time to do this is in Chapter 2, since you start without any ammo for your pistol and you can't purchase any weapons from the Black Market. It also provides an added incentive to master the Glaive, while saving up plenty of ammo for later in the game.



10 POINTS

THE FINISHER

Performed 30 finishers.

Approaching an enemy from behind creates an opportunity to perform a finisher, killing the foe instantly with a single button press. Execute 30 finishers to earn this award. Melee combat with Howlers provides plenty of opportunities for finishers, but the best way to rack up finisher kills is to sneak up on enemies from behind using the Shift ability.

10 POINTS

DOUBLE DECAP LATTE

Two decapitations in one shot.

Decapitating a single enemy can be tricky, but severing the heads of two or more with one Glaive throw definitely requires some serious skills. The best time to earn this award is to Power Throw the Glaive at neck level toward a group of pursuing Howlers. The school and graveyard in Chapter 4 are good opportunities for this, as are the train yards of Chapter 7.

15 POINTS

JACK THE JACKAL

Took the Jackal for a ride.

Taking command of a Jackal tank earns you this award. Since this is the first thing that you must do in Chapter 5, you automatically earn it during the course of the game. When facing the Jackal in Chapter 5, detonate the canisters on the back of the pickup truck to set the truck on fire. Throw the Glaive into the fire to ignite it, then throw the flaming Glaive at the nearby patch of Technocyte webbing to reveal an electrical panel. Charge up the Glaive by throwing it at the electrical panel and throw the charged Glaive at the Jackal to disable it. Run up behind the Jackal and follow the on-screen button prompt to hijack it and earn the award.



35 POINTS

SKEET SHOOTER

Shot 10 projectiles in mid-flight.

You can shoot enemy grenades out of the air with firearms or the Glaive. When you hear Troopers or Hazmat Troopers shout "Fire in the hole" or cock back their arm to hurl a grenade, throw the Glaive toward them and use After Touch to guide it into the grenade. It's dangerous to make this a top priority when you're fighting several enemies at once, so wait until you've killed all but one or two of them and keep shooting down grenades until you earn the award.

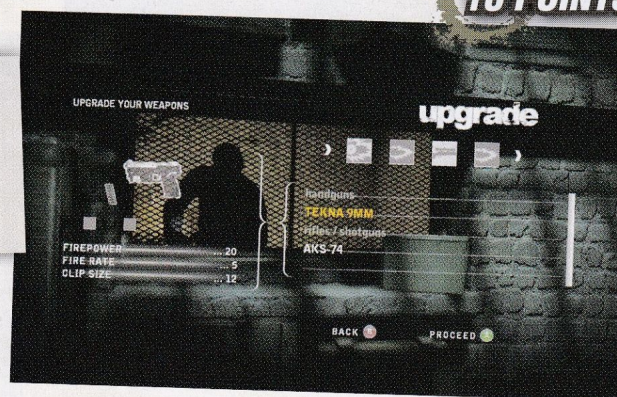
10 POINTS

WEAPONSMITH

Applied 5 upgrades in the market.

To earn this award, simply apply five upgrades to your firearms in the Black Market. You need to modify at least two weapons, since each weapon has a limited number of upgrade slots available. The Black Market becomes available for use at the start of Chapter 4.

10 POINTS

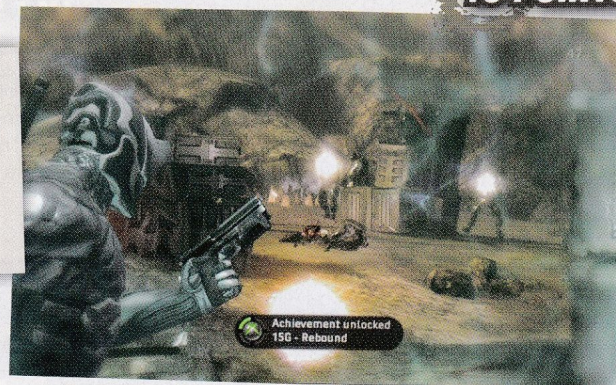


REBOUND

Killed an enemy with a reflected projectile.

After defeating the Colossus, you get Shield Power. This item allows you to create a temporary energy shield that reflects projectiles in the direction of your targeting reticule. To earn this award, simply step into an open area when facing Troopers, Hazmat Troopers, Stingers, or Chromas and activate Shield Power. Aim at any enemy to reflect all projectiles toward it.

15 POINTS



GREED

Collected over 50,000 rubles.

10 POINTS

Scour each area to find rubles and save up 50,000 of them to earn this award. Spending the rubles after earning the award does not cause you to lose the award. The Black Market offers better firearms later in the game, so if you save up 50,000 rubles before you buy anything, you'll earn this award and ensure that you can purchase some truly impressive hardware.

RESEARCHER

Collected 10 weapon upgrades.

10 POINTS

If you make even a cursory effort to collect the weapon upgrades hidden in each chapter, you will almost certainly earn this award by the end of the game. If you make it a point to hunt for each one, you will probably earn this award sometime during Chapter 4.

MASTER RESEARCHER

Collected all the weapon upgrades.

15 POINTS

Seeking out and finding each weapon upgrade in the game earns you the title of Master Researcher. You can apply upgrades to weapons or sell the upgrades without jeopardizing your chance to earn this award. Refer to the following for the exact location of every upgrade.

Weapon Upgrade Locations

| Chapter | Part | Location |
|---------|------------------------|--|
| 2 | 1: Slice and Dice | Down the hall after blowing up the door with C4. |
| 2 | 2: The Market | On a second story ledge to the right after exiting the warehouse. |
| 3 | 1: Powering Up | On a table inside the tent after the first locked gate. |
| 3 | 2: The Utility Tunnels | Behind a generator in the room with the first electrical panel. |
| 3 | 2: The Utility Tunnels | In the elevator room. |
| 3 | 3: The Rooftops | In the left side underground room, behind the cardboard boxes. |
| 4 | 1: Street Fighting | In an alcove at the far end of the street from the school entrance. |
| 4 | 2: The School | On the ground floor, on the right side of the room. |
| 4 | 3: Back to the Streets | Behind the tents after the Colossus attack. |
| 4 | 3: Back to the Streets | At the far right end of the raised area near the gun emplacement. |
| 4 | 4: The Mansion | At the far right end of the raised area after entering the scene. |
| 4 | 5: The Bridge | To the rear-left as you spawn in. |
| 4 | 5: The Bridge | At the end of the scene, inside the small wrecked chapel. |
| 4 | 6: The Graveyard | Inside the mausoleum, in the room with the twist valve. |
| 4 | 6: The Graveyard | In the large, open courtyard before entering the church. |
| 4 | 8: The Catacombs | In a side room immediately after the Nadia cinematic. |
| 5 | 1: Jacking the Jackal | Right in front of you after you spawn in. |
| 5 | 3: A Stacked Deck | Jump down onto the freighter deck and search to the right around a shipping crate and some wooden boxes. |
| 5 | 4: Sinking the Ship | Third room, left rear corner around a shipping crate. |

Weapon Upgrade Locations

| Chapter | Part | Location |
|---------|------------------------------------|---|
| 5 | 5: Sea of Madness | Behind you and up the stairs just before you exit the level by jumping over the railing. |
| 6 | 1: Back in the Village | On a table inside the tent. |
| 6 | 2: You Can Fight City Hall | On a table near the hole in the floor with the generator. |
| 6 | 3: Beat the Elite | On a bench on the right side raised walkway. |
| 7 | 1: Nighttime in the Switching Yard | On a train car right after freezing the Technocyte webbing. |
| 7 | 1: Nighttime in the Switching Yard | Behind the train cars on the right at the next fight after finding the first upgrade briefcase. |
| 7 | 2: To the Underground | On a balcony in the last room before exiting the scene. |
| 7 | 3: Underground | Next to the freeze tanks at the start of the scene. |
| 7 | 3: Underground | At the far end of the gun emplacement and Technocytes at the end of the scene. |
| 7 | 4: To the Factory | Underneath a truck next to the worker statue at the end of the scene. |
| 7 | 5: The Factory | On a balcony opposite the entrance to the room full of generators. |
| 8 | 1: Room to Room | First room on the right, down the hallway at the start of the scene. |
| 8 | 2: The Foyer | Inside the large curved desk area on the ground floor. |
| 8 | 3: Dodging Deathtraps | On an examination table in the Chroma room right before the Nadia cinematic. |
| 8 | 4: Armored Up | On a cart on the far-left side of the first combat area. |
| 8 | 4: Armored Up | In the right side hallway in the automated turrets/Trooper room. |
| 9 | 1: Urban Warfare | In an alcove to the left just before entering the building with the Elite Trooper. |
| 9 | 2: The Bridge | In a rowboat in the water over the left side of the bridge at the start of the scene. |

GHOST

Used cloaking to get a finisher.

35 POINTS

You receive the Shift cloaking ability after killing the Stalker. Shift turns Tenno invisible for a limited amount of time, allowing him to sneak up behind an oblivious enemy and execute a finisher. Do so against any enemy at any time to earn this award. This also adds one kill toward The Finisher award!

Multiplayer (200 Points Total)

Each of the following six awards can only be earned in Multiplayer, and each award is only given once.

Multiplayer Achievements & Entitlements

| Award | Description | Points |
|--------------------|--|-----------|
| Glory | Finished best overall in a ranked match | 30 points |
| Veteran | Scored 500 points in a ranked Infection game. | 30 points |
| Hero | Scored 2000 points in a ranked Infection game. | 40 points |
| Champion | Best overall in a ranked Epidemic game | 30 points |
| Comrade | Scored 500 points in ranked Epidemic games | 30 points |
| Hero of the People | Scored 2000 points in ranked Epidemic games | 40 points |

multiplayer

There are two multiplayer game modes in Dark Sector, Infection and Epidemic. The skills that you master in the single-player game serve you well in multiplayer, but you don't need to complete (or even begin) the single-player game before jumping into multiplayer.

Infection is a lethal game of tag. One player starts the game as a fully evolved Hayden Tenno, with all other players controlling Hazmat Troopers equipped with rifles, shotguns, and proximity mines. Tenno's objective is to kill as many Hazmat Troopers as possible. The Hazmat Troopers are all gunning for Tenno, and the Hazmat Trooper that kills Tenno becomes the new Tenno.

Epidemic is an Agency vs. Lasra team deathmatch mode. Players are split into two equal teams, each of which is led by a fully evolved Agent Tenno, with the other players spawning in as Troopers and Hazmat Troopers. The objective for both teams is to win the round for their team by eliminating the other team's Tenno.

DEATH FROM BEHIND

When controlling Tenno in a game of Infection, use the Shift ability to sneak behind a pack of Hazmat Troopers and eliminate them stealthily.

DOUBLE-TEAMED

During Epidemic, stay near your team's Tenno to quickly help take down enemies who are distracted by your team's Tenno.

Dark Sector Multiplayer Mode Details

| Game Type | # of Maps | Min./Max Players | Min./Max. Score Limit | Min./Max. Time Limit | Bots Option |
|-----------|-----------|------------------|-----------------------|----------------------|-------------|
| Infection | All | 4/10 | 5/100 | 5 min./60 min. | Yes |
| Epidemic | All | 2/10 | 1/20 | 5 min./60 min. | Yes |

Starting a Multiplayer Match (Xbox 360)

You can play Infection or Epidemic via Xbox LIVE or Xbox System Link.

XBOX LIVE

First, make sure that you are signed in with an Xbox LIVE-enabled profile, and then select **XBOX LIVE** from the main menu. This brings up the following options: Quick Match, Custom Match, Player Match, Ranked Match, Leader Board

Quick Match

Choose **QUICK MATCH** to jump straight into a game without having to set up match options or search for specific match conditions. Select **INFECTION** or **EPIDEMIC** from the following menu to join your desired game type. This automatically drops you into the middle of a match that's already in progress. If no games are found, you are given the opportunity to host a game.

Custom Match

The **CUSTOM MATCH** option enables you to search for games in progress that meet a more specific set of criteria, including the type of game, a certain map, and several other specific settings.

GAME TYPE provides the option of participating in an Infection or Epidemic game. **MAP** limits your search to one of the five available multiplayer maps. You can only search for one map at a time. If you don't have a map preference, you can press Y to select "Any" and not limit your search to any one particular map.

Finally, the **SETTINGS** option lets you limit your search to games with a specific player count, score count, and time count:



Player Count: The number of players in the game. Options include 2, 4, 6, 8, 10, and Any.



Score Count: The number of points that a player/team must score to win the game. In *Infection*, the score count must be a multiple of 5 (5, 10, 15, etc.), up to 100. In *Epidemic*, the score count must be a multiple of 1 (1, 2, 3, etc.), up to 20. You can also choose Any if the score count doesn't matter.



Time Count: The length of time of the game, in minutes. Options include 5, 10, 15, 30, 45, 60, and Any.

After setting your search criteria, select **SEARCH** to look for available games that match it.

Player Match

If you can't find a game that meets the criteria you're looking for, or if you want to limit participation in the game to your online friends, choose **PLAYER MATCH** to create a game. This takes you to a menu that contains many of the same options as the Custom Match menu.

GAME TYPE is identical to the Custom Match options of the same name. **MAP** lets you select the map (or maps) that you want to play on. Unlike the Custom Match option, you can choose multiple maps.

The **SETTINGS** option contains the same options for Player Count, Score Count, and Time Count that appear in the Custom Match Settings. There are two additional options in the Player Match Settings: Private Slots and Bots.



Private Slots: This allows you to reserve a number of player slots for gamers who you invite into the game via the Xbox Guide invite feature. You can have 1-9 private slots per match, which lets you limit the game's participants to your friends only or have a mixture of friends and other online competitors.



Bots: Checking the Bots box fills any empty spots in the game with AI-controlled bots.

After setting up your game the way you want it, choose **START** to begin the game.

Ranked Match

Ranked Match allows you to play online against other gamers and increase your TrueSkills rank on the Xbox LIVE leader board. After selecting **RANKED MATCH**, you have the option of jumping into a Quick Match, searching for a Custom Match, or creating a Custom Match.



Quick Match: Identical to the non-Ranked Match option of the same name.



Custom Match: Identical to the non-Ranked Match option of the same name, except you can search for multiple maps instead of just one.



Create Match: Identical to the non-Ranked Match option of the same name, except the Private Slots and Bots options are not available.

Multiplayer Achievements

There are a total of 200 Achievement points to earn in the multiplayer game modes. Note that all multiplayer Achievements must be earned in Ranked Matches. (For more information, refer to the Achievements and Entitlements section of this guide.)

Leader Board

Choose **LEADER BOARD** to view the Gamertags and TrueSkills rank for the top players in *Epidemic* and *Infection* Ranked Matches.

XBOX SYSTEM LINK

To enable System Link play, just network several Xbox 360s together via a local area network (LAN). You do not need an Xbox LIVE-enabled profile for System Link multiplayer play. System Link play is limited to the players on the LAN; you cannot add online players via Xbox LIVE to a System Link game. You also cannot participate in Ranked Matches or improve your TrueSkills rank in System Link. Choose **SYSTEM LINK** from the main menu to bring up the Search and Create options, which are discussed below.

Search

Unless you are the player who is setting up the game, you should choose **SEARCH** at the System Link menu. As System Link games are created, they appear in the search menu. Select an available game to join it.

Create

Choose **CREATE** to set up a System Link game. Most of the options are identical to the ones available in Xbox LIVE modes:



Game Type: Choose between *Infection* or *Epidemic*.



Map List: Choose one or more maps that you want to play on from the five that are available.



Player Count: Identical to the Custom Match and Player Match settings of the same name.



Time Count: Identical to the Custom Match and Player Match settings of the same name.



Bots: Identical to the Player Match setting of the same name.

When you have your System Link game set up the way you want it, select **START** to begin the game.

Starting a Multiplayer Match (PS3)

You can play Infection or Epidemic via the PlayStation® Network or LAN.

PLAYSTATION® NETWORK

First, make sure that you are signed in with a PlayStation® Network-enabled profile, and then select **NETWORK** from the main menu. This brings up the following options: Join, Create, Leader Board

Join

Choose **JOIN** to jump straight into a game without having to set up match options. Select **INFECTION** or **EPIDEMIC** from the following menu to join your desired game type. This automatically drops you into the middle of a match that is already in progress.

Create

Choose **CREATE** to host your own game, which you can customize with a number of different options, including the type of game, a certain map, and several other specific settings.

GAME TYPE gives you the option of participating in an Infection or Epidemic game, while the **MAP** option lets you select the map (or maps) that you want to play on. You can choose multiple maps.

The **SETTINGS** option lets you configure the player count, score count, and time count for your game, as well as whether or not you want to enable bots in the game.



Player Count: The number of players in the game. Options include 2, 4, 6, 8, and 10.



Score Count: The number of points that a player/team must score to win the game. In Infection, the score count must be a multiple of 5 (5, 10, 15, etc.), up to 100. In Epidemic, the score count must be a multiple of 1 (1, 2, 3, etc.), up to 20.



Time Count: The length of time of the game, in minutes. Options include 5, 10, 15, 30, 45, and 60.



Bots: Checking the Bots box fills any empty spots in the game with AI-controlled bots.

After setting up your game the way you want it, choose **START** to begin the game.

Leader Board

Choose **LEADER BOARD** to view the Online ID, rank, and score for the top players in Epidemic and Infection matches.

LAN GAME

If you wish to participate in LAN play, simply network several PS3s together via a local area network (LAN). You do not need a PlayStation® Network-enabled profile for LAN multiplayer play. LAN play is limited to the players on the LAN; you cannot add online players via PlayStation® Network to a LAN game. You also cannot improve your leader board rank in LAN play. Choose **LAN GAME** from the main menu to bring up the Search and Create options.

Search

Unless you are the player who is setting up the game, you should choose **SEARCH** at the LAN menu. As LAN games are created, they appear in the search menu. Select an available game to join it.

Create

Choose **CREATE** to set up a LAN game. All of the options are identical to the ones of the same names in Network mode. When you have your LAN game set up the way you want it, select **START** to begin the game.

Playable Characters

The following characters are playable in *Dark Sector's* multiplayer modes.

INFECTED HAYDEN TENNO

Primary Weapon: Glaive/Tekna 9mm (12 round clip, 72 max ammo)

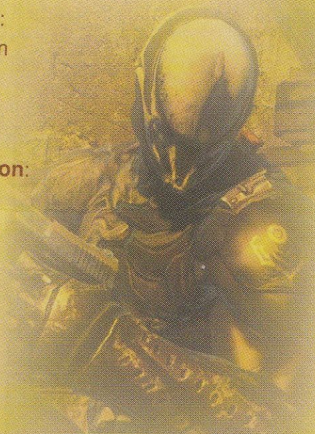
Secondary Weapon: Grenades (2 grenades max.)



PROTO-ARMOR HAYDEN TENNO

Primary Weapon:
Glaive/Tekna 9mm
(12 round clip,
72 max ammo)

Secondary Weapon:
Grenades
(2 grenades max.)



LASRIAN HAZMAT TROOPER

Primary Weapon: Korbov
TK6 (40 round clip,
310 max ammo) or Striker
(6 round clip, 100 rounds max.)

Secondary Weapon: Proximity
Mine (1 mine max.) and
Grenades (2 grenades max.)



STRATEGIES FOR PLAYING AS TENNO

If your Glaive is charged with energy, and you are knocked down, immediately use Energy Pulse to injure or kill nearby enemies and buy yourself time to recover.

Use the Shift ability to hide behind environmental objects to kill stealthily and limit counter-attacks.

In Epidemic, lead the charge against the enemy and use Shield Power to deflect their incoming fire while your teammates fire from behind.

LASRIAN TROOPER

Primary Weapon:
Korbov TK6 (40 round
clip, 310 max ammo)
or Striker (6 round clip,
100 rounds max.)

Secondary Weapon:
Proximity Mine (1 mine
max.) and Grenades
(2 grenades max.)



US HAZMAT TROOPER

Primary Weapon:
Korbov TK6
(40 round clip,
310 max ammo)

**Secondary
Weapon:** Proximity
Mine (1 mine max.)
and Grenades (2
grenades max.)



STRATEGIES FOR PLAYING AS TROOPERS & HAZMAT TROOPERS

If the person playing as Tenno uses the Shift ability to flank your fellow Troopers and execute them with finishers, quickly drop a Proximity Mine at their feet while he is performing the finisher to catch him in the blast.

If you are within a 10-second run of an energy source that Tenno can use to charge up his Glaive, don't stand in a tight group, because Tenno can throw his charged Glaive and use Energy Pulse to take you all out at once.

Stay on the move at all times. This makes it more difficult for someone to sneak up behind you using the Shift ability to kill you with a finisher.

Multiplayer Maps

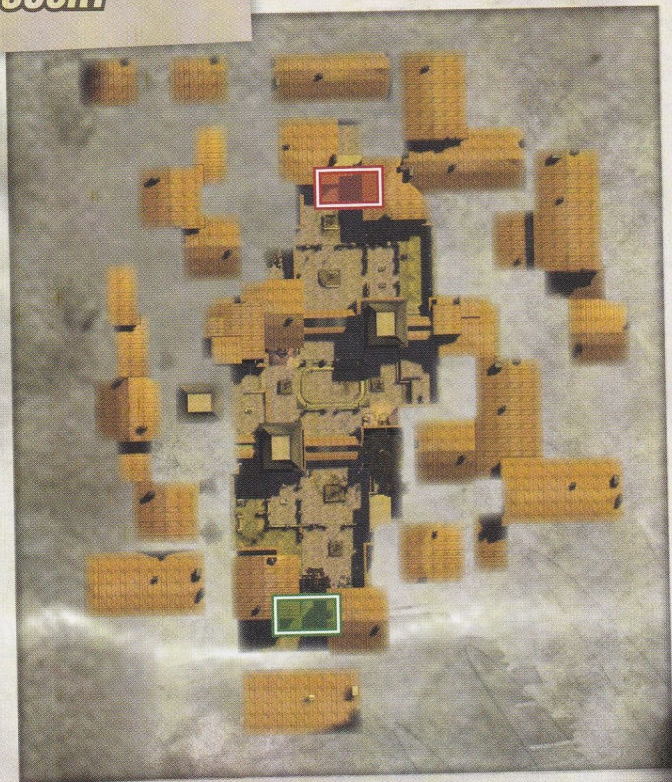
There are five maps available in multiplayer. All five maps are available in Epidemic and Infection modes.

SPAWN POINTS

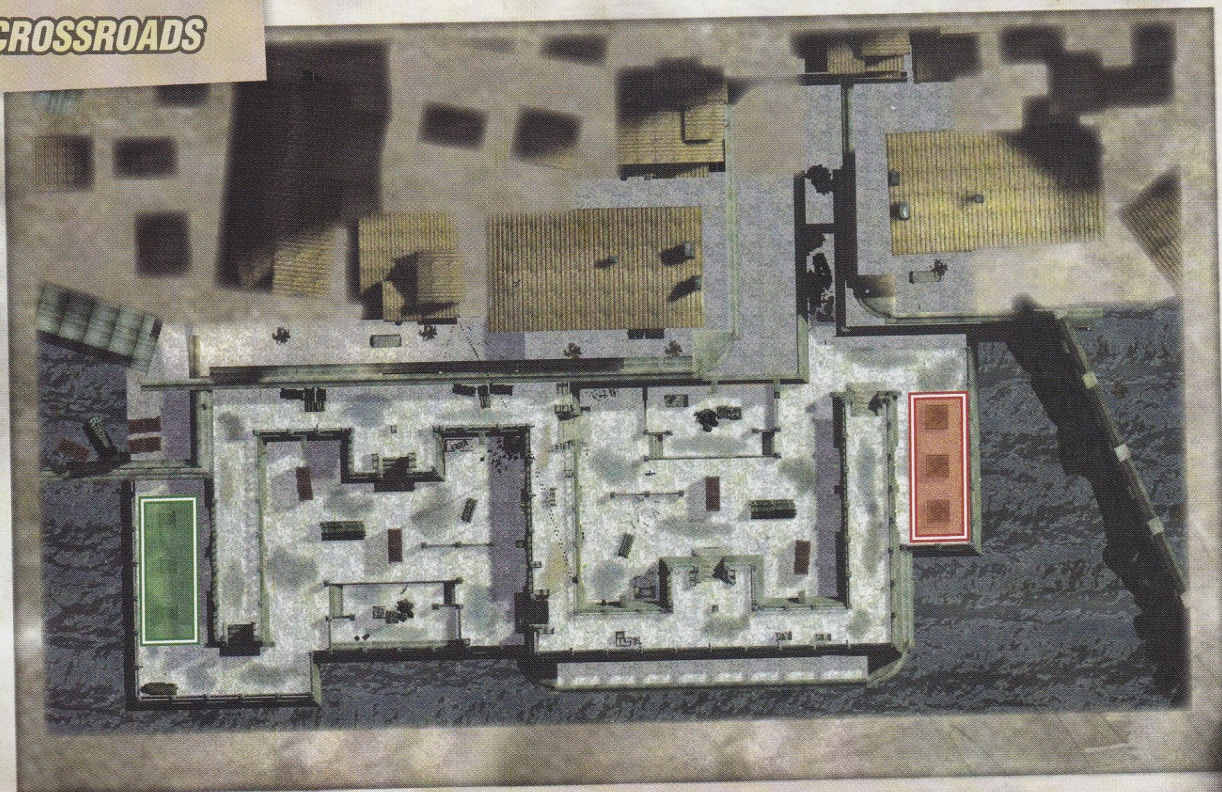
The red boxes on each map indicate where Lasrian players respawn after being killed in Epidemic. The green boxes indicate the Agency respawn points.



COURT

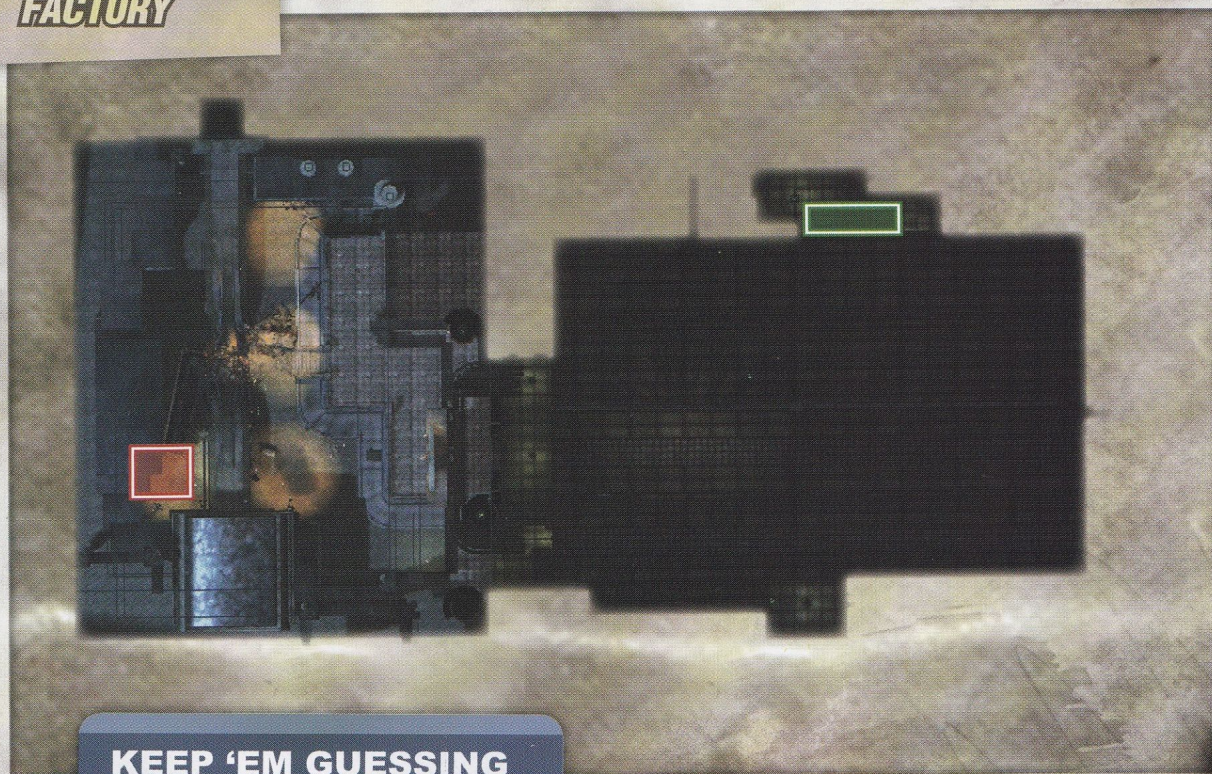


CROSSROADS



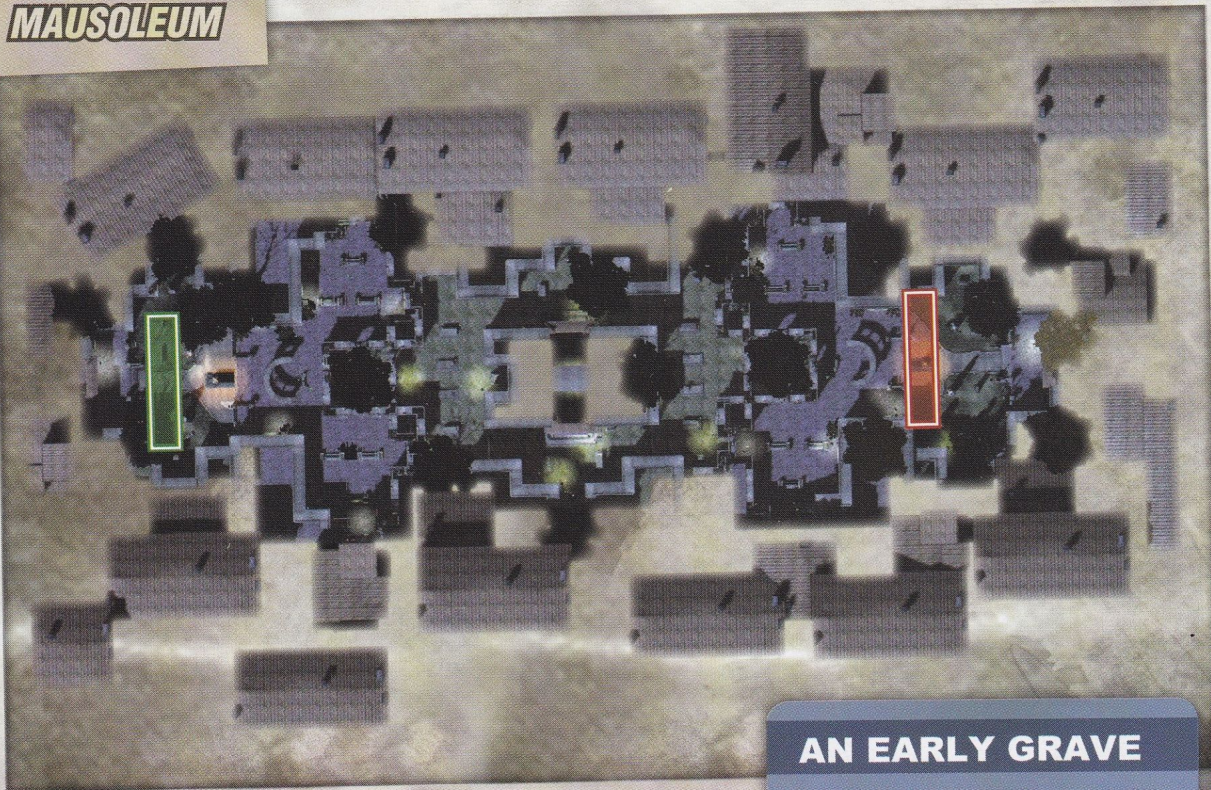
DECK**LOSE THAT TAIL**

Move quickly through the maze of shipping containers in Deck to lose pursuing enemies.

FACTORY**KEEP 'EM GUESSING**

Use the multiple paths throughout the Factory to flank and surround your enemies.

MAUSOLEUM



AN EARLY GRAVE

Hide behind the statues in the middle of Mausoleum until an enemy passes, then flank him or attack him from behind.



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darkSector

official strategy guide

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ISBN: 0-7440-0998-7

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 08-1 shows that the first printing of the book occurred in 2008.

11 10 09 08 4 3 2 1

Printed in the USA.

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a virus inhuman abilities a new kind of hero

You are Hayden Tenno, a covert operative sent on a hazardous assignment into an Eastern European city on the brink of destruction. Few people realize, however, that this city hides a deadly secret: a lethal bio-weapon known as the Technocyte Virus.

In a weird twist, Hayden gets infected by the virus. The virus infuses him with very powerful abilities that are difficult to control. He must now work with these new powers or die trying.

Comprehensive Walkthrough

Battle through all 10 stages using game-tested strategies and techniques. Top-down maps provide excellent viewpoints of each area, complete with stage-specific hints.

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Take down every boss with precision. Utilize specific tactics for maximum carnage and efficiency.

Multiplayer Maps

Get the lowdown on both multiplayer modes, Infection and Epidemic. Plus, top-down maps of all five areas.

Xbox 360 Achievements & PS3 Entitlements

Get the lowdown on what it takes to complete each achievement and entitlement.



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ISBN 0-7440-0998-7

